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Fat Bloke presents...

*Okay, okay! I can't go on pretending
any longer - I'm a Troll and proud
of it, an' if you don't like it we cud step
into da kar park to diskuss it...*

Mail Order proudly presents the new, improved Citadel Journal. It's much more compact, a whole lot chunkier and even sexier than ever before (obviously modelled on the Editor!)! It is unashamedly run by the Mail Order Trollz and over the coming issues see all sorts of surprises surfacing.

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Now your Journal will bring you all that's happening in the Games Workshop hobby from gaming contacts and tournament details to those special releases (like the incredible Thunderhawk Gunship), and we'll be revisiting a few old friends (remember the Chaos Lavatory and the Dwarf with inferiority complex?)

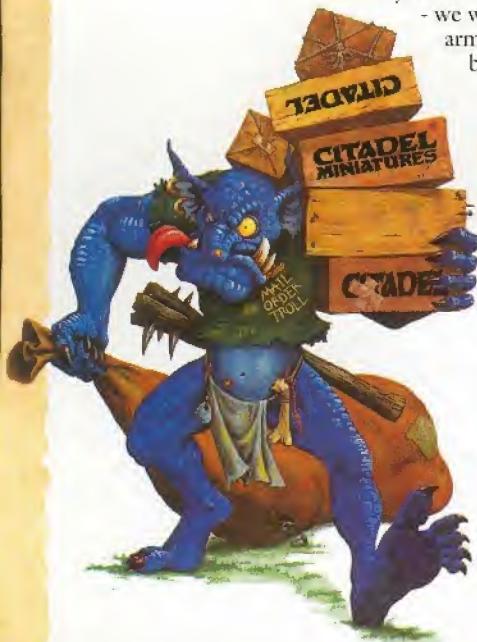
There'll be no unnecessary artwork taking up valuable space, just loads more tactics, rules, scenarios and ideas - hurrah! Where White Dwarf gives the 'official', squeaky clean, codex image of the GW hobby, the Journal is a somewhat beardier*, 'underground' read with the emphasis on readers' views and experiences. Most importantly, the Citadel Journal is your magazine.

If you think you have something new to contribute to The Hobby
- we want to know about it! It doesn't need to be a complete
army book - it can be an interesting idea written on the
back of a postcard if you want!

You will probably have noticed that with the change of style the warped entities who work on the Journal have changed too. I'd like to introduce a new member of the team: Richard 'Wolfrik' Galland. Richard ('Wolfrik' as he is known - very silly telling us his middle name!) had an interesting encounter in France which I'm sure he'll tell you if you ever corner him and ply him with beer (what with him being a soft southern jesse and incapable of holding his ale!).

* **GLOSSARY OF GAMES WORKSHOP TERMS**
Beardy: Refers to individuals who push the rules to the limits or do not go with the background image of an army, instead preferring to give their Ork Nobz heavy weapons! Americans will know this as cheesy.

Frother (or 'to Froth'): People who tell you all about their latest conversion, paint job or victory with almost religious zeal, you can almost see them 'frothing' at the mouth!

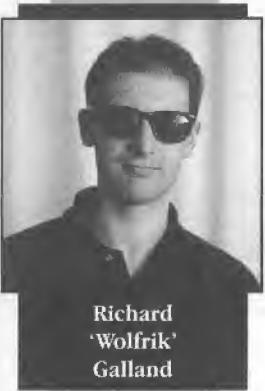


Paul

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ELDAR: THE LIGHTNING ASSAULT

**A new spin on Eldar Tactics
by Tom Boland**

What follows is my ideas for an alternative army selection and tactical approach which will enable Eldar players to win every game they play. Well, almost every game... (Oh yeah, like they need the help! - Ed.)

INTRODUCTION

The forces of the Eldar are the fastest and most lethal in the universe. Enemy Infantry is cut to pieces by Shuriken projectiles, in ambush or by sleek, deadly jetbikes. Heroes and Champions fall like beasts in the slaughterhouse to the might of the Eldar assault. Tanks and Dreadnoughts are torn apart by deadly accurate heavy weapons and reality warping cannons. Yet easily the most frightening aspect of the Eldar army is its ability to appear from nowhere.

Winged Eldar glide in silence behind vital fire positions. Jetbikes shriek over cover and are gone before the enemy can react by which time they are quite often lying mutilated on the ground. Eldar assault troops meet little more return fire than dying men hurling their dismembered limbs. Even more mysteriously Eldar beings appear out of the warp, make a deadly strike and are gone.

However, Eldar are as delicate as they are deadly. Uncoordinated and motionless Eldar troops caught in the sight of the enemy might as well allow their spirits to be sucked into their spirit stones, for Eldar not on the move are doomed.

THE FASTEST TROOPS IN THE UNIVERSE

The Eldar have a great variety of shock troops which are so fast that they can be positioned at the centre of your deployment zone, giving nothing of their intent away and can then suddenly appear on either flank to wreak havoc upon the unsuspecting opposition. Squads of six Jetbikes including two Shuriken Cannons come relatively cheap and form the basis of the Lightning Assault. These biker squads can easily slice up any ordinary squads. Exceptionally tough troops can be dealt with by combining two squads together. Although flimsy looking Jetbikes are very survivable. Ordinary weapons bounce off their armour, sustained fire weapons effectiveness against them can be largely reduced by placing the bikes at least 6" apart. Nothing you do can reduce really heavy weapons effectiveness but it is a bit of a waste to fire a heavy weapon at a Jetbike when it costs more than the Jetbike itself. Naturally a lot of fire misses due to the Jetbikes intense speed. Not only are Jetbikes extremely survivable but they also improve the survivability of Dreadnoughts and War Walkers.



There is no point in being cautious with your Jetbikes. Your main objective is to get within 12" of the opponent in one round and let rip with the Shuriken Cannon. Jetbikes hit on a 2+ from this range, provided the opponent has no cover. Bar absolute disasters your opponent will be shredded before he can react. Don't flinch in the face of Overwatch. Rev up to 20" and they won't hit you anymore than the incoming Shuriken projectiles. Besides there's no point in leaving Jetbikers behind to do the washing up after the Avatar's breakfast, (fried Keeper of Secrets on toast!). The only real caution is to make sure the Jetbikers are 6" apart, and that the Shuriken Cannons are at the back.

LIGHTNING SUPPORT

As is fitting for such an incredibly fast attack force, the Lightning Assault's support is very mobile. Dreadnoughts and War Walkers can gang up and concentrate their fire on any suitable hill and blast the enemy apart. If their position comes under serious threat, and it has to be very serious to dislodge these big guns, they can move off at a good speed.

These machines used in concert have very little to fear from the usual annoyances to Eldar heavy support. There will always be enough Jetbikes between them and the opposition, so most heavy weapons will be unable to target them. The nasty tactic of shooting basic weapons at the guardian on the walker till his 2+ save fails can be rendered useless by placing the Dreadnought as the nearest target. Another advantage of this support is that the long spindly legs allow them to access even greater lines of fire.

The only real vulnerability of these elegant giants is being attacked by Landspeeders. Landspeeders can nip around Jetbikes cover, and their multi-meltas will easily vapourise your support and the speeder is not an easy target. The antidote to this predicament is a good dose of Ablative Armour then kill it off with the smaller weapons on your Dreadnoughts fists, rather than wasting 'real' heavy fire on it.

SWOOP TO CONQUER

The fastest troops on two legs are the Swooping Hawks and Warp Spiders. They can catch up with anyone who the Jetbikes fail to annihilate. I always reserve some Warp Spiders in the centre of the battlefield to deal with any surprises such as survivors and assassins. While they're there they can root out any infiltrators and scouts and anything else that jetbikes leave behind. Either that or make long dangerous warp jumps to surprise really dangerous Overwatch troops in single combat.

Swooping Hawks are possibly the most under-rated troops in the universe. That's provided they don't get shot at, as they have all the survivability of a carrier pigeon. Don't make the mistake of using them to distract Overwatching troops. That's a job for the Jetbikes, who won't be utterly destroyed by a decent hit from a heavy bolter. The most brilliant and unnoticed abilities of the Swooping Hawks is to make pin point deadly attacks on vehicles; coming down from on high Swooping Hawks can land directly behind or beside a tank and destroy it in hand to hand combat. Krak grenades used in close have more armour penetration than a lascannon. Attacks on the back of a hull will penetrate two out of three times. Its also a good idea to set one Hawk on the weaker track to remove any ablative armour.

Any task that is too much for an ordinary Aspect Warrior is no problem for an Exarch. Swooping Hawk Exarchs with special Eldar Wargear such as the Lasblaster and the Web of Skulls allow the character 3 shots. This can be double to 6 if used in conjunction with the Exarch Warrior power Fast Shot. Imagine your opponent's surprise as you drop down behind his Devastator squad and silence his heavy weapons!

OPPONENTS, COUNTER MEASURES, PROBLEMS & GENERAL BUGS IN THE SYSTEM

Of all the opponents that fall to the Lightning Assault the easiest are the Space Marines. These Bolter brandishing buttheads' skills consist of standing around and shooting. They fall almost as easily as Gretchin to the massed firepower of Jetbikes. Their heavy firepower isn't terribly

numerous and depends on deadly accurate sustained fire to weed out little threats and then letting its really big guns have free choice of target. Just as soon as you get used to placing your Jetbikes 6" apart Storm Bolters, Heavy Bolters and Assault Cannons effectively become one shot weapons.

Orks provide some small problems. Gretchin screens must be ploughed through and sometimes this leaves you at the mercy of the Orks' guns. However, Orks don't generally know which end the bullets come out of their guns so any Orkish salvos tend to be second rate at best.

However, Orks do have a number of serious threats. Heavy Flamers on Scorchers are cheap and are the bane of over confident Guardians. (Just about every Eldar is tremendously over confident, and unbearably egotistical, so never mind). These threats must be instantly eradicated by Swooping Hawks. Also watch out for Pulsas Rokkits. Accurate ones will topple Dreadnoughts and Walkers so crews of these missiles deserve to be shot before they light the fuse.

Tyranids must be kept at arms length. They will close the gap between themselves and your Jetbikes very fast. Shoot them and then fly right over their heads. Kill Biovores off with Swooping Hawks as soon as possible. Try to target bigger creatures with the heavy weapons and the Shuriken cannons. If you're undergoing a Tyranid attack; zip from flank to flank and keep Swooping Hawks in the air.

Imperial Guard are the most difficult opposition for a Lightning Assault. Battle tanks are great mobile heavy weapon carriers and add a mobility that most other forces can't match. Broadsides from an Inferno Cannon can destroy as many as four Eldar Jetbikes; make sure your formations aren't too linear. Imperial infantry is plentiful and more accurate than the Orks. They can spread out many small heavy weapons teams, preventing your sustained fire from cutting them up. When selecting a Lightning Assault force against Imperial Guards sacrifice a Jetbike squad for some anti-tank troops, such as Vyper conversions if you have any. Otherwise get hold of the old reliable Dark Reapers or heavy weapons on anti-gravs. Also make optimum use of Swooping Hawks against the armoured battalions. Scatter lasers, Lasblasters, and Webs of Skulls will deal with carefully place heavy weapons squads.

THIS MISSION WILL SELF-DESTRUCT IN TWO TURNS!

The Lightning Assault pays little attention to Mission Cards. It is possible to annihilate all enemy troops, characters and support in the space of two turns. It would be very surprising not to carry the day if this happens! Witch Hunts, Assassinations and orders to Engage and Destroy are fulfilled by killing all enemies. Take and Hold, Dawn Raid and High Ground can be conveniently fulfilled while the enemy bleeds to death. Don't try to get extra points from Guerrilla War, for even though the troops seem like fast assault troops committing them to hand-to-hand combat is a dire mistake.

Don't bother acquiring the services of the Phoenix Lords, their skills are generally not suited to a Lightning Assault. Although ordinary Exarchs seem less fearsome they can be tailored to do exactly what you need, which basically is a lightning fast attack on the enemy.

Don't try to get your Farseers and Warlocks forward into the Lightning Assault. It is much more important that you dominate the Psychic Phase. Always take a Seer Runes. There will always be at least one Psychic power that you must nullify, such as Lightning Arc on the Jetbikes. also try to get hold of The Executioner as your ability to destroy big vehicles isn't great. With Rune Armour and the purchase of a Displacer field make your Psykers practically invulnerable (*Not actually legal, see White Dwarf 196 Q&A - Ed.*) they will be just fine wandering about on their own. in fact it is best to leave them far away from your own troops as they can't come under attack from an Assassin so easily.

Don't under any circumstance allow your opponent to reveal an Assassin in place of the Guardian on the Walker. This is illegal as the Assassin appears with equipment not purchased. This can be explained by special blessing rituals by the Farseer before the battle starts, in which any assassins would be detected. Don't forget that having an Assassin appear on a Walker is not in the spirit of the game. (*I can think of one or two things in this article that aren't either - Ed.*) The Assassin automatically takes a great machine from you and then can go about killing the other nearby ones. Grossly unfair and unskilled. (*Whoops, teddy's out of the pram again! -Ed!*)

fyrestarter

Woodland and Darkness collide in
Wolfrik's Incendiary Warhammer Scenario.

The racial enmity between the denizens of Naggaroth and their sylvan siblings in Athel Loren is bitter and unending, but for one Dark Elf in particular this hatred is both personal and utterly obsessive.

Lady Ember Vaingloire was but a young sorceress when she took part in an unsuccessful raid on the shores of Brionne. That day the Bretonnians had been forewarned of the impending attack and the force which greeted the Dark Elf raiding party was almost ten times greater than they had anticipated. The raiders had been cut off from their Black Arks and slaughtered almost to an elf by heavily armoured knights and innumerable formations of archers. The young Ember and her sisters had somehow managed to escape the Lady of the Lake's warriors and fled inland down the River Brie, pursued by a band of hot-headed Knights Errant. It took them almost a month to traverse the Dukedom of Quenelles, disguised as penitent nuns from the Order of the Screaming Marias; many times they came close to being discovered but for the judicious use of illusory magic. Though they never saw them, the invaders instinctively knew that the young Knights had not given up the chase and were not far behind.

Their flight was motivated by panic and inexperience; as they reached the easternmost border of the Dukedom they finally caught sight of their pursuers and realised that time had run out. In desperation they decided to enter the Forest of Loren, chancing that the Bretonnians would not violate the treaty of Quenelles by charging into the Wood Elf Kingdom. Had they known what fate awaited them as they passed the standing stones that marked the leafy border, they would surely have turned back and taken their chances with the Knights.

Their fledgling sorcery might have been sufficient to fool the poor serfs of Quenelles but it could not conceal their true nature from the Spirit of the Wood. They had barely penetrated the forest realm when the killings started - a sound like the humming of boney bees and three of Ember's sisters were lying at her feet, the

protruding shafts of elf-arrows the only indication that they did not sleep.

When night fell the Forest became a nightmare of tangled shadow. The Dark Elves soon became hopelessly lost and close to the brink of madness as they were assailed by the worst horrors that their evil minds could conceive. All through the night the Forest stripped them, first of their sanity, then their lives.

By dawn Ember was the only daughter of the house of Vaingloire left alive.

She stood alone and petrified in the alien forest waiting for the staccato hum that would signal her end, when suddenly the very air was torn asunder by a sight both magnificent and terrible.

The dragon descended on the glade as lightly as a butterfly and at first Ember's heart had lifted thinking that it was one of the royal reptiles from her father's menagerie.

Then sheer terror took her, with the realisation that this was no Chaos beast but the green-scaled steed of a Wood Elf lord not much older than herself.

That first meeting with Elandro the Dragonrider changed Ember's life forever. Knowing that death was literally a breath away, she summoned in herself all the pride of the house of Vaingloire and stared the young lord defiantly in the eye. For his part, Elandro was strangely moved by the pale girl who looked so small and helpless under the wings of Mellanor, his dragonsteed. He mistook her hatred for a maiden's courage and, on a single, fateful impulse, bade her leave the Forest in peace.

Unwittingly he had consigned her to a fate worse than the savage death she had expected. By accepting quarter from a hated enemy and leaving her kinsfolk to rot in the Forest, Ember had brought shame on the house of Vaingloire. Even the cruel treatment she received at the hands of her aging father paled beside the burning inner torment she felt as she remembered her unbindered flight from the Forest.

The fires of vengeance had been lit in her black heart and they would never be quenched until every aspect of the shameful memory had been obliterated: the Dragonrider, his winged mount, the Forest.

Yes, she would exact a terrible retribution on every green thing that grew in that accursed place, or else join her sisters in their woodland grave.

the Battle

This scenario reenacts the battle between Lady Ember Vaingloire and her hated enemy Elandro the Dragonrider. It introduces rules which enable the Dark Elf player to attempt to burn the Wood Elves from their forest homes. The battle lasts 6 turns, set up rules are identical to those for the *Surprise Attack* scenario in the Warhammer Battle Book. The Wood Elf player may set up his Woodland Bases anywhere on the battlefield except in the deployment areas (see special rules).

DARK ELF SET UP

Lady Vaingloire has successfully led her war party of Dark Elves across the Realm of Bretonnia and reached the outskirts of the Meadow Glades, the site of her encounter with Elandro. The Dark Elves' objective is two-fold. Vaingloire wants Elandro dead and the site of her shameful demise burnt to the ground. To this end the invaders have brought portable braziers and a variety of flammable weapons including torches and missiles tipped with oil soaked rags - these are described later in the Flaming Weapons section.

The Dark Elf player has 3000 points to spend on units from the Dark Elf army list with the following restrictions -

- Lady Ember Vaingloire must be included.
- No other special characters may be used.
- No war machines or allies may be taken.

Victory Points:

Each Woodland Base completely destroyed or On Fire at end of game	+1
Elandro the Dragon Rider killed.....	+1

WOOD ELF SET UP

Elandro himself is not entirely unprepared for Lady Ember's invasion. Taera Catnimble saw the Dark Lady in a dream and her dire warnings have prompted Elandro to treble the guard in the Meadow glades.

The Wood Elf player selects the woodland bases that will feature in the battle using the points system described in the Woodland Scenery section. This is instead of the normal Wood Elf scenery set up rules described on p.55 of the Wood Elf Warhammer armies book. He then places these pieces anywhere within the woodland setup area.

The Wood Elf player has 3000 points to spend on units from the Wood Elf army list with the following restrictions -

- Must include Elandro, Wood Elf General.
- Must include Taera Catnimble, Wood Elf Mage.
- No other Special Characters or allies may be taken.

Victory Points:

Each surviving Woodland Base (not on fire).....	+1
Elandro survives the battle.....	+1

special rules

WOODLAND SCENERY

In the Fyrestarter scenario the placement of scenery has important implications for both sides in gaining victory points. The Wood Elf player must expend a fixed number of points on woodland terrain using the list below - he is awarded victory points for the number of woods remaining at the end of the game. The Dark Elf army gains victory points for each base of woodland scenery destroyed.

Destroying woodland terrain follows very similar rules to those regarding Buildings, as described in the Warhammer Rulebook. Woodland differs significantly from buildings in two respects. Firstly its dispersed, flexible nature gives it greater resilience against many conventional weapons. Secondly it is particularly vulnerable to fire. In this scenario the Dark Elves have equipped themselves with the means to start a conflagration in the Wood Elves' Realm. However the denizens of Athel Loren are accustomed to fighting natural forest fires and will not stand idly by and watch their sylvan homeland be burnt to the ground.

A woodland scenery base consists of one or more trees. The base's Toughness is always equal to that of the largest tree in the base. To calculate the base's Damage score simply total the combined scores of the constituent trees.

Scenery unit	Toughness	Damage Points.	Points Cost
Small tree.	3	2	3
Medium tree.	4	3	5
Large tree.	5	4	10

Eg. a base consisting of 1 large and 2 small trees would have a Toughness of 5 (large tree) and 8 damage points (4+2+2).

The Wood Elf player has 60 'terrain points' which he must spend on Woodland bases in order to play the fyrestarter scenario.

FLAMING WEAPONS

When equipping his army, the Dark Elf player may expend points on the following items.

Flaming Crossbow Bolts: Strength 3. Cost 2 points per model.

Torches. Classed as a hand weapon, Strength 3. Cost 1 point per model.

Any unit or character may be equipped with torches in addition to any other weapons taken.

Only units that are normally armed with the appropriate missile weapons may take flaming crossbow bolts.

Units armed with torches are assumed to be carrying them throughout the entire battle. They may be used as hand weapons if desired. If they are used in addition to another hand weapon the usual penalties apply as described in the Warhammer Rulebook. When attacking a Woodland base, the unit hits automatically and rolls once on the table below for each torch-carrying model in base-to-base contact with the woodland.

Crossbowmen carry sufficient flaming ammunition for the duration of the battle. Place an 'On Fire' marker next to units equipped with flaming missiles at the start of the Game. Once the unit has discharged the flaming bolts you must remove this counter. The unit may then continue to fire its crossbows in subsequent turns without the effects of fire damage or opt to relight another volley of bolts by spending a turn without making any attacks. In the latter case place an 'alight' marker next to the unit at the end of its turn. Roll to hit as normal. The bolts themselves cause no damage to the forest, but for each successful hit roll on the table below.

STARTING FIRES

When a flaming weapon hits a woodland base there is a chance that it will start a fire. Instead of rolling on the 'To Wound Chart' consult the following table-

D6	Effects
1-3	The flames go out.
4-6	The wood keeps burning - the Woodland Base automatically sustains one damage point. Place an 'On Fire' marker next to the Woodland Base.

'On Fire' markers indicate that the woodland is aflame. The following rules apply to burning woodland bases -

The wood counts as impassable terrain, even to Wood Elves.

Woodland units (Wood Elves, Treemen, Dryads) are subject to *Frenzy* if they are in the line of sight of a burning tree. The unit may attempt to resist by testing against their Leadership characteristic on 2D6. Note that Wardancers are not immune to this state and if they go into frenzy are unable to use any of their War Dances.

Waywatchers in trees are very vulnerable to fire. If the Woodland base that the Waywatcher is hiding in is set alight, he must roll under his Initiative on 2D6 to avoid being burned alive. If the roll is successful, the Wood Elf player must place the Waywatcher anywhere adjacent to the Woodland base.

For each 'On Fire' marker in play at the start of a turn remove 1 Damage point from the Woodland Base then roll one D6 and consult the Forest Fire Table -

forest fire table

- | | |
|-----|--|
| 1-2 | The flames burn themselves out. Remove the marker. |
| 3-4 | The fire continues to burn. The marker remains in play. |
| 5-6 | The fire spreads. Dark Elf player may place one additional fire counter next to the Woodland base. |

Since the Woodland bases have been assigned Toughness and Damage ratings it is conceivable that the Dark Elf may decide to attack them with non-firestarting weapons. In this case the following rules apply :

Units equiped with axes cause damage as normal. They are assumed to hit automatically.

For all other hand weapons, double the Toughness value of the base - eg, If a model attacks a large tree with a sword, its effective Toughness would be 10.

Missile weapons such as bows and crossbows are utterly ineffective against Woodland and cause no damage. Other missile weapons and war machines cause damage as normal.

FIRE FIGHTING

The Wood Elves are unlikely to stand by idly and watch their woodland home go up in flames. Units may attempt to beat out the flames with shields and cloaks or even draw water from the many forest streams in order to extinguish the fire. Whatever method they use, the unit has committed itself to *Fire Fighting* and the following rules apply -

Fire fighting is not unlike conventional combat. In order to attack the fire the Elves must be within 1" of the burning woodland base and have an unobstructed line-of-sight. In practice this means that only the front rank of a unit is eligible to fight the fire.

The Wood Elf player is assumed to 'hit' the fire automatically and consults 'To Wound Chart' in the Warhammer Rulebook.

The Attackers Strength is the number of Wood Elves who are actively fighting the fire.

Compare this score with the number of 'On Fire' markers that surround the base. This figure represents the 'Toughness' of the fire.

Roll a D6 for each Wood Elf engaged, each successful 'Wound' removes one 'On Fire' marker from the base. Once all markers are removed the base is no longer aflame, however any damage points lost as a result of the fire are irretrievable.

SCENARIO TACTICS

WOOD ELVES

The Wood Elf player has two options when placing woods at the beginning of the scenario. He may position a large number of small woods, scattered around the table thus forcing the Dark Elf player to scatter his troops (or waste time running from one wood to the next). Or he may go for a smaller number of larger, tougher woods.

Bear in mind that your 'heavyweight' troops - the treemen - will be particularly vulnerable in this scenario and should either be kept well away from enemy crossbows or else plunged into close combat with them as swiftly as possible.

Thanks to their high Leadership characteristic, Wood Elves and their forest allies are unlikely to go into a mass *frenzy* as soon as they smell smoke. A frenzied Treeman, however, makes a formidable opponent.

DARK ELVES

Don't attempt to obliterate a woodland stand in a single frenzied attack. Instead try to start as many small fires as possible in the early stages of the game. This should force the Wood Elf player to devote some of his front line troops to fighting fires and thus weaken his initial attack.

Remember that you can shoot at medium and large trees over the heads of other units.

Don't be intimidated if opposing units suddenly go into *frenzy*. Try to egg them out into the open where they will be vulnerable to your repeater crossbows, particularly Wood Elf archers who aren't quite so tough when drawn out of the safety of their 36" fire range.

Fire is as much a psychological weapon as it is a physical one. As well as negating two of the Wood Elf army's tactical advantages, namely unhindered woodland movement and hidden Waywatchers, the mere sight of clusters of 'On Fire' markers decorating his beloved Forest should undermine your opponent's morale nicely.

Trees are also susceptible to axe blows (see notes) - this makes your Executioner units an even greater threat.

Each fire you cause draws you closer to overall victory, so think Pyromania (*be, be!*).

GETCHA MITZ ON OUR PRE-RELEASEEZ!

Da Humies dat work in da Citadel Forjes often give uz sum minichorez dat won't be releesed for sum time (dis is soze we don't giv em a good kikkin'!). Yoo kan now get 'old of dese before da release date! For eksampul, resuntly we 'ad sum of da brill noo Orc Boar Boyz by da ace (for a Humie) Brian Nelson an' also a fistful of 40k Space Marine Attack Bikes. Torkin' of fistfuls, if yoo don't see sense an' give da humies a call (yoo karnt order dem by post or fax!) to ask orl about wot is available on noo release we'll be givin' yoo a fistful - know wot I meen?

Elandro's meadow glade rangers

Elandro (Wood Elf General)	<i>700 points</i>
Mounted on Mellanor, a Forest Dragon.	
Wearing light armour and armed with the <i>Bow of Loren</i> and <i>Rainforest Lance</i> .	
Taera Catnimble (Wood Elf Master Mage)	<i>219 points</i>
Accompanied by Shadow, a Panther.	
Armed with hand weapon, the <i>Barleycorn Wand</i> and <i>Catseye</i> .	
Yggidrasyl (Treeman)	<i>280 points</i>
Willow Daughters (5 Dryads).....	<i>175 points</i>
Morning Blades (10 Wardancers)	<i>280 points</i>
Armed with two hand weapons.	
Led by Champion Luvyu Frevamorr, armed with the <i>Ogre Blade</i>	
Sons of Summer Solitude (8 Waywatchers)	<i>144 points</i>
Hailbringers (5 Glade Riders).....	<i>280 points</i>
Mounted on Elven Steeds and armed with Longbows	
Led by Champion Aejac Pynethresh,armed with	
the <i>Hail of Doom Arrow</i> .	
Unit includes Standard Bearer & Musician	
Autumn Brethren (8 Glade Riders)	<i>374 points</i>
Mounted on Elven Steeds, wearing light armour and armed with	
lances.	
Led by Champion Cuantam Thysik	
Unit includes Standard Bearer	
carrying the <i>War Banner</i> and Musician.	
Pinespears (15 Glade Guard)	<i>259 points</i>
Led by Champion Raechell Praejudis	
Unit includes Standard Bearer carrying the <i>Banner of Wrath</i>	
Rainmakers (10 Archers)	<i>147 points</i>
Led by Champion Sheac Anvack	

Total: 3001 points

LADY EMBER VAINGLOIRE'S INVADERS

Lady Ember Vaingloire (Dark Elf Mage Lord)	<i>503 points</i>
Mounted on a Dark Pegasus and armed with the <i>Staff of Flaming Death</i> , <i>Obsidian Blade</i> and <i>Black Amulet</i>	
10 Cold One Knights	<i>571 points</i>
Mounted on Cold Ones and armed with swords, lances and torches and wearing heavy armour and shield.	
The unit is led by Champion Kiich Yensinq and includes a Standard Bearer carrying the <i>Blood Banner</i> .	
18 Black Guard	<i>411 points</i>
Armed with halberds and torches and wearing heavy armour.	
Led by Champion Tunbil Driia, armed with the <i>Blade of Slicing</i> and including a Standard Bearer carrying the <i>Dread Banner</i> .	
20 Crossbowmen	<i>353 points</i>
Armed with swords, repeating crossbows and flaming bolts and wearing light armour. Led by Champion Dis Wat'shia.	
18 Warriors	<i>123 points</i>
Armed with swords and torches and wearing light armour.	
Including Champion Vak Yomkliina, Standard Bearer, Musician.	
The unit conceals an Assassin armed with a sword and the <i>Heart of Woe</i> .	
12 Witch Elves	<i>207 points</i>
Armed with two hand weapons. Led by champion Aeya Ninborrd armed with the <i>Whip of Agony</i> .	
6 Dark Elf Scouts	<i>168 points</i>
Armed with swords, repeating crossbows and flaming bolts.	
Led by Champion Theva Dust'a armed with the <i>Tormentor Sword</i> .	
12 Black Ark Corsairs	<i>294 points</i>
Armed with swords, repeating crossbows and flaming bolts and wearing Sea Dragon Cloaks. Led by Champion Staynrim Ouvair.	
18 Spearmen	<i>280 points</i>
Armed with spears and wearing light armour and shields.	
Led by Champion Mykra Waeve.	
6 Harpies	<i>90 points</i>
	<i>Total: 3000 points</i>

Elandro the Dragonrider 160 points

+450 points *Mellanor (Forest Dragon)*
 +50 points *Bow of Loren*
 +40 points *Rainforest Lance*

Elandro was leading a Scout patrol along the Chasm Glades when he came across a Forest Dragon fighting for its life against a party of Dwarf Dragonslayers. The Scout watched mesmerised as the mortally wounded Dragon clung on to life ferociously, long enough to tear all of its aggressors limb from limb with its razor-sharp fangs. Then, expelling a last mournful breath, it expired amid the carnage. Elandro stood in the grisly aftermath of the battle and noted with disgust and sorrow, that the Dwarfs had smashed the Dragon's clutch of eggs - little wonder that she had fought with such a frenzy. Only his Scout's highly trained perception could have noticed the one egg that had rolled away unscathed and now lay partially hidden beneath a cluster of heather. Moved by compassion, Elandro took the egg back to his woodland dwelling. With some magical assistance from Elandro's eccentric kinswoman Taera Catnimble, the egg was able to hatch and Elandro found himself the adoptive father of a baby dragonette roughly the size of a forest cat. He named the hatchling Mellanor. Well fed and cared for, the baby Dragon grew quickly, soon surpassing the normal size of a wild Forest Dragon its age. Elandro himself was also surpassing expectations, his heroic exploits earned him a place among the elite company of Scouts known as Waywatchers. He was charged with patrolling the borders of the Meadow Glades, home of the legendary Elf-steeds of the Kindred of Equos. An accomplished rider himself, Elandro can often be seen performing his duty sitting astride a huge Forest Dragon.

PROFILE	M	WS	BS	S	T	W	I	A	Id
Elandro	4	7	7	4	4	3	9	4	10
Mellanor	6	6	0	6	6	7	8	7	7

WEAPONS/ARMOUR: Elandro is armed with light armour, shield, the Bow of Loren and the Lance of the Rainforest.

SAVE: 4+

RIDES: Elandro rides Mellanor, a Great Forest Dragon, into battle.

MAGIC ITEMS: Elandro is a Wood Elf general and may have up to 3 magic items, two of these will always be the Bow of Loren and the Rainforest Lance.



Taera Catnimble 219 points

+ 18 points *Shadow the panther*
 + 50 points *Barleycorn Wand*
 + 50 points *Catseye*

Taera is rumoured to be the daughter of Orion and her wild, tempestuous nature certainly does nothing to discredit this theory. With her piercing green eyes and feline grace, some have suggested that she is not an Elf at all, but a woodland spirit. As a child she seemed to prefer the company of woodland animals to that of her kinfolk, spending much of her time running wild and free with the great cats that stalk the forest. Perhaps she would have become one of the fabled Wood Elf Beastmasters had she not, from an early age, exhibited an extraordinary aptitude for magic. She was not the easiest of pupils as she would rather be out under the trees with her feral playmates than spending hours poring over books, but it might have been her innocent affinity with Nature that

made her so susceptible to the magic of the Forest. Whatever the reason she has become one of the most formidable young mages of the leafy realm. She is kinswoman to Elandro, the protector of the Meadow Glades and her skill as a seeress has many time saved him from calamity.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Taera	5	4	4	4	4	3	8	2	8
Shadow	8	4	0	4	3	1	4	2	4

WEAPONS/ARMOUR: Taera is armed with a hand weapon.

SAVE: None

SPELLS : Taera is a Wood Elf Master Mage and may use spells from the Wood Elf Magic list.

MAGIC ITEMS: As a Master Mage Taera may carry up to three magic items, two of these will always be the Barleycorn Wand and the Catseye.

SPECIAL RULES

SHADOW

Taera's lifelong companion is a black forest panther named Shadow. She reared the ferocious animal from a cub and is the only one who can keep it under control. In battle Shadow runs by her side, tearing savagely into anyone who would harm his mistress. The two models fight as a single unit. If Taera is killed Shadow will immediately Frenzy and charge into the nearest enemy, a black nightmare of razor sharp fangs and claws.



Lady Ember Vaingloire 328 points

+50 points Dark Pegasus

+75 points Obsidian Blade

+50 points Black Amulet

+50 points Staff of Flaming Death

Lady Ember is the last surviving daughter of the house of Vaingloire. She is as cruel and ruthless as she is breathtakingly beautiful and is totally obsessed with avenging herself on the denizens of Athel Loren by turning their Forest into a field of smouldering ash.

PROFILE	M	WS	BS	S	T	W	I	A	Ld
Lady Vaingloire	5	4	4	4	4	4	9	3	9
Dark Pegasus	8	3	0	4	4	3	4	2	5

WEAPONS/ARMOUR: Lady Ember is armed with an Obsidian Blade

SAVE: None

RIDES: Lady Ember rides a Dark Pegasus.

SPELLS: Lady Ember is a Dark Elf Mage Lord and may cast spells from the Dark Magic list.

MAGIC ITEMS: As a Mage Lord Lady Ember may carry up to 4 magic items, three of these must be the Obsidian Blade, the Black Amulet and the Staff of Flaming Death.

SPECIAL RULES

STAFF OF FLAMING DEATH

Lady Ember selected this item to wreck pyromanic havoc in the Wood Elves' forest domain. In addition to the rules detailed in Warhammer Magic, the staff can be used to set alight Woodland bases with devastating results. A Woodland base hit by the spell automatically receives D6 'On Fire' markers, there is no need to roll to see if it catches fire.

WIZARD ARCANA

**BARLEYCORN
WAND**

Wood Elf Mage Only

WIZARD ARCANA

BARLEYCORN WAND**50 POINTS**

This staff of woven barley enables the Mage to tap into the veins of the earth and channel feelings of dread to those who would threaten the sanctity of Nature.

To use the Barleycorn Wand the Mage and her intended target must be within 6" of a Woodland Base (a small tree or larger). The target unit or model must take an immediate Panic test or flee directly away from the closest woodland. Line of sight of the target is not required for this power to take effect.

**TARGET WITHIN 6" OF WOODLAND
MUST TAKE PANIC TEST**

MAGIC WEAPON

**RAINFOREST
LANCE**

Elandro Only

MAGIC WEAPON

RAINFOREST LANCE**40 POINTS**

This beautifully crafted weapon of an unknown metal was forged centuries ago by the Wood Elves of Lustria to protect their home from its greatest enemy, fire.

In his Shooting Phase Elandro can summon a torrential rainstorm over a specific part of the battle field. Select a point up to 30" away and place a 2" template over it, then roll a scatter dice and move the template in D6" in the direction indicated. Any unit caught fully or partially under the template has their Movement reduced by half and may not use missile weapons for their next turn only If the template touches a burning Woodland Base, it immediately removes 2D6 On Fire markers (see Fyrestarter Special Rules).

**HALF MOVEMENT - 2" RADIUS
REMOTES 2D6 ON FIRE MARKERS**

ENCHANTED ITEM

CATSEYE



ENCHANTED ITEM

ENCHANTED ITEM

ENCHANTED ITEM

CATSEYE

25 POINTS

This ancient amulet imbues its wearer with a potent second sight. The Mage may use this intuition to warn her allies of impending danger.

Any single friendly unit within 6" of the wearer of the Catseye is forewarned of attacks to its flank or rear. Provided that it is not already engaged in hand-to-hand combat the unit may immediately reform to meet the charge and has the option of Standing and Firing if equiped with missile weapons. The attacking unit receives no combat resolution bonuses for attacking the unit's flank or rear.

FRIENDLY UNIT AVOIDS EFFECTS OF FLANK & REAR ATTACKS

CREDITS

With the release of the Wood Elf Armies Book we received a stack of ideas, articles and characters from you. Unfortunately we just couldn't cram them all into one issue, but fear not the Journal hasn't heard the last of these sylvan chaps.

As this was an amalgamation of articles and ideas we would like to thank those responsible for contributing. The Fyrestarter scenario is Wolfrik's baby and was created to introduce the three characters rather than have us just print their details. This adds even more character to these individuals and gives them a context for introduction. Elandro the Dragonrider was sent in by Dave Adair who quite obviously has nothing better to do at the Ministry of Defence! Taera Catnimble is Tony Slater's creation and that irascible Scotsman, David Cain sent in his ideas for a race-specific Wood Elf magic deck (cheers, Dave!). Lady Ember Vaingloire is, again, Wolfrik's brainchild, there you have it - the Wood Elves and their dark kindred now have more to choose from and a new scenario to fight out. Remember though, that as with every thing in the Journal these rules are strictly unofficial and will more than likely be barred from most tournaments. That doesn't mean you can't use them in your games at home, as long as you have your opponents consent!

Mail Order has all the miniatures you need to play the Fyrestarter scenario and indeed to field the special characters portrayed here!

Collect the complete 'Elandro's Meadow Glade Rangers' for just £139.75 and we'll throw in the Wood Elf army book absolutely free!

Collect the complete 'Lady Ember Vaingloire's Invaders' for only £213.50 and we'll throw in the Dark Elf army book absolutely free!

Please note that Elandro the Dragonrider is represented by the Forest Dragon boxed set (price: £25.00), Taera Catnimble comprises of the Wood Elf Standard Bearer (RR4/D) and an Elven Beastmaster's Wildcat (074249/11) (price: £3.00 for both). Lady Ember Vaingloire is the Dark Elf Sorceress on Dark Pegasus boxed set (price: £15.00). You may buy these special characters separately from Mail Order UK - just give us a call on 01773-769731!

WOOD ELF MAGIC

Dave Cain is a well known and accomplished Wood Elf general (*well he did ritually humiliate - Oo! narrowly beat - our boss back in '95 - Ed.*) and, after playing a few games with the new Warhammer Magic boxed set, thought it would be a great idea to create a deck of Magic cards especially for the elusive forest dwellers. He and his fellow gamers at the South East Scotland Wargames club put their heads together and came up with the following system which captures the flavour of Wood Elf magic quite nicely. Over to Dave:

Being a solitary race, Wood Elf Mages would be unlikely to study the same magic as their Human and High Elf counterparts. The Wood Elf Armies Book indicates that Wood Elf magic is very nature centred, rather than being overtly aggressive it is more concerned with divination, concealment and illusion. It enables the Wood Elf Mage to observe intruders in his forest domain and use the forces of nature to confuse and demoralise potential aggressors before the Wood Elf units move in and turn them into fertiliser.

Wood Elf Mages, Mage Champions and Master Mages may choose spells from the Wood Elf Magic deck. Mage Lords can select spells from the Wood Elf or the High Magic deck.



ARBOREAL ASSAULT RANGE 30" POWER 3

The mage gestures towards a single model or unit within 36". Suddenly a dense copse of trees and undergrowth erupts from the ground to surround its target. Trapped models cannot move, shoot or fight in hand-to-hand combat. Trapped spellcasters cannot cast spells or attempt dispels. The wood counts as impassable terrain and blocks line of sight even for Wood Elves. The spell remains in play until dispelled or the caster is slain.

BLESSING OF ISHA RANGE 36" POWER 3

This spell bestows the favour of the Elven goddess Isha onto a single friendly unit within 36". The unit becomes immune to all magic (including friendly magic) and any magic currently affecting the unit is immediately dispelled. In addition to the units normal armour save, it receives an extra saving throw of 5+ which is unmodified by the strength of the attack. The unit is always considered to have a higher Initiative than its enemy in hand-to-hand combat. The spell lasts until dispelled or the caster is slain.

*Feel free to photocopy these cards for your own personal use.
The Wood Elves would prefer if you used recycled paper made from Treeman-friendly pulp...*

CAPE OF THORNS

RANGE 8"

POWER 1

The Mage creates a cloak of wickedly barbed thorns around himself or another friendly model within 8".

The cape will make it difficult for hand-to-hand combat opponents to strike the wearer without injuring themselves. Consequently any foe attempting to strike the wearer of the cloak requires a 6 to hit. If the attacker rolls a 1 when attempting to hit the wearer, he hits the thorns instead. This spell remains in play until it is dispelled or the caster is slain.

DIVINATION

POWER 1

The Mage studies the flow of magic through the earth in a attempt to thwart his enemies plans. Until the next magic phase the Wood Elf player can re-roll a single dice roll and may add or subtract 1 from the result.

FERAL SAVAGERY

RANGE 24"

POWER 2

The Mage temporarily imbues a friendly unit with the psyche of wild forest animals. The unit becomes immune to fear, terror and panic and takes all break tests on an unmodified leadership of 10. This spell remains in play until it is dispelled or the caster is slain.

GLADE WIND

RANGE 24"

POWER 2

The Mage summons a wind of magical energy which wraps itself around a friendly unit within 24". The wind distorts the air around the unit and makes them blend in to their surroundings. From a distance, the unit becomes invisible and so ranged weapons or war machines cannot target the unit at all. Any enemy wishing to charge the unit must first roll a 4+ on a D6 to see through the illusion. Similarly enemy spellcasters must roll a 4+ to target the unit with magic. The spell remains in play until dispelled, the caster is slain or the unit enters hand-to-hand combat.

HAWKWING

RANGE 24"

POWER 1

The caster or another single model within 24" is borne aloft by a pair of mystical wings. The model can land anywhere on the battlefield. If moving directly into hand-to-hand combat, the model counts as charging.

RAVEN FEAST

RANGE 24"

POWER 1

The Mage calls forth the ravens of the forest to aid the Wood Elf forces in the midst of battle. This spell can only be cast upon a single model or unit that is fleeing. The presence of the ravens about the heads of the broken unit completely unnerves them. The unit must immediately take an extra flee move and an additional flee move at the start of each subsequent magic phase. In addition, while the spell is in play the unit cannot be rallied. The spell remains in play until it is dispelled, the caster is slain or the unit flees the table.

SYLVAN ENCHANTMENT

RANGE 24"

POWER 2

By controlling the winds of magic, the Mage can alter the fabric of time itself. A single friendly unit within 24" may be affected. With time slowed down, the unit is able to cross vast distances in the blink of an eye. The unit can immediately make an extra move, march or charge. Only movement is affected, other actions such as shooting and hand-to-hand combat are resolved as normal. This spell may NOT be played on flying models.

WRATH OF KURNOUS

RANGE 3D6"

POWER 3

Infusing his mind with the wild call of nature, the Mage draws a multitude of small forest animals to do his bidding. The Vermintide template is placed adjacent to any wood and immediately moves 3D6" in a straight line. It continues in this direction a further 3D6" each subsequent magic phase. Any model touched by the template suffers a S5 hit with a -2 save. The horde is immune to all attacks. This spell remains in play until dispelled, the caster is slain or the horde leaves the table.

Gaming Contacts

This section aims to help put players or clubs of Games Workshop games in touch with others of a similar inclination. If you are a member of such a gaming group and would like to advertise your group, find new friends with which to play our games or even advertise tournaments you will need to let us know the following details by: The name and venue of the club, usual meeting times, a contact name and address (and telephone number if you wish), and which games you play.

MIDLANDS

The Original Workshop Wargames Society

Games: All Games Workshop games plus others.
Venue: Above Bassettaw Travel, Lowtown St, Worksop,
Notts S80 2JR
Times: Tuesday evenings
Contact: 01909 - 486187
Notes: Subs: Over 16 - £2.50, Under 16 - £1.50.

Nerdsville Games Club

Games: All Games Workshop games.
Venue: Elms Scout Hut, Belvidere Avenue, Nr. Shirehall,
Shrewsbury
Times: 3pm to 7pm Sundays
Contact: Rob Lopez (01743-340363)

Bicester Roleplay & Wargaming League

Games: All Games Workshop games.
Venue: Courtyard Centre, Launton Road, Bicester
Times: 6pm to 10pm Mondays
Contact: Don Carruthers (01869-323723)
Notes: £1 per night. Age 12+.

Games Night

Games: All Games Workshop games.
Venue: Lower 10, Kenilworth School, Leyes Lane,
Kenilworth
Times: 3.30pm to 5pm Mondays
Contact: Richard Wyatt (01926-420918)
Notes: Mainly school club. We play all Games Workshop
games and can lend figures and teach you to play.

Redditch Roleplay and Wargames Club

Games: Warhammer, WH40K, Blood Bowl, Titan Legions,
Necromunda.
Venue: St. George's Church Hall
Times: 2pm to 6pm Saturdays
Contact: David Mitchell (01527-528971)
Notes: £1.50/night. Age 13+.

The Gaming Clan

Games: Necromunda, WH40K, Space Hulk etc.
Venue: B.W.M High School, Rowley Avenue, Stafford
Times: 3.20pm to 7pm Mondays
Contact: Sam (01782-214542)
Notes: Members to be 16+. £1 annual membership fee
and £1.50 per session subscription fee.

Club

Games: Necromunda, Warhammer, WH40K, Blood Bowl,
Space Hulk.
Venue: Tenants Hall, Wareham Road, Frankley, Birmingham
Times: 5pm to 9pm Thursdays
Contact: John Garvey (0121-453-2666)
Notes: First night free, £1 after that.

Northfield Roleplay Society

Games: Warhammer Fantasy Battle, WH40K, Epic,
Necromunda and various RPGs.
Venue: Northfield Pastoral Centre, Birmingham
Times: 7pm to 10pm Tuesdays
Contact: Pete (0121-624-8453)

North Birmingham Trollslayers

Games: All Games Workshop games.
Venue: Karaz A Coldfield, Boldmere J & I School, Cofield
Road, Sutton Coldfield
Times: 8pm till late Wednesday evenings
Contact: Steve (0121-605 2287) or Mark (0121-624 2348)
Notes: members must be 16+. Annual sub £7. £3/week.
2,500 points worth of painted army required. All
armies available for use. Member of the
Warhammer Society. Inter-club competitions and
tournaments.

Warriors of the Imperium

Games: WH40K, Necromunda.
Venue: 8 Ayres Drive, Stanground
Times: 1pm to 4pm Sundays
Contact: Mark Tomlinson (01733-64724)

Hinckley Adventure Games Society

Games: All Games Workshop games.
Venue: St Johns Hall, Hinckley
Times: 7pm to 10.30pm Sundays
Contact: Tom Brinkman (01455-840823)

Citadel Gamers

Games: WH40K, Fantasy, Epic.
Venue: Blackhead Pub, Stoke
Times: 7pm Wednesdays
Contact: Paul Bentall or Mark Ford (01782-415594)
Notes: Members must be 17+.

Outer Limits Games Club

Games: WH40K, Necromunda, Warhammer, Space Hulk,
AD&D.
Venue: Alderman Callow, School and Community College,
Mitchell Avenue, Canley, Coventry
Times: 7pm to 10pm Wednesdays
Contact: Clive Marshall (01203-468317) after 5.00
Notes: Bar for over 18s after club. Over 30 members.

NOTE: we are only providing this page as a noticeboard for players and can make no promises that these clubs exist, or continue to exist, at the addresses given. There is no connection between these clubs and Games Workshop Ltd.

Gaming Contacts

Mind Games

Games: Warhammer, WH40K.
Venue: 9 Spring Street, Derby
Times: 7pm Thursdays
Contact: Chris (01332-347382)

Circle Battle Group

Games: All Games Workshop games.
Venue: Kingstanding Circle Community Centre,
Kingstanding Road, Birmingham
Times: 8pm to 11pm Wednesdays
Contact: Alan Goldingay (0121-311-2768)
Notes: 3 free meetings, £5 for adult, £2.50 for children.
Have to be 14 years old + upwards.

Chalkeston Gamers

Games: WH40K, Warhammer, Necromunda
Venue: Chalkeston School, Derby
Times: 12pm to 1pm Fridays
Contact: Stuart Hadley

Martin High School Club

Games: All Games Workshop games.
Venue: Martin High School, Anstey
Times: 3.15pm to 4.30pm Tuesdays
Contact: Chris Farnell (235-1090)
Notes: Please call the contact number before attending

Broughton Astley Warhammer & Necromunda League

Games: Warhammer Fantasy Battle and Necromunda
Contact: Gary (0589-092044 or 01455-282587)
Notes: Ring for further details

SOUTH EAST

The Brotherhood

Games: All Games Workshop games.
Venue: Christy's Wine Bar, Sutton
Times: 6.30pm to 11pm Mondays
Contact: Jake at Games Workshop Sutton (0181-770-9454)
Notes: Members to be 18+.

Golden Dragons Club

Games: Warhammer, WH40K, Epic, Necromunda, Blood
Bowl, Space Fleet, Man'O'War, Warhammer Quest,
Space Hulk.
Venue: Curzon Hall, Curzon Road, Dover
Times: 1pm onwards Sundays
Contact: David Knowles (01304-212782)

Cu-chulainn

Games: All Games Workshop games.
Venue: Ruskin House, Combe Road, South Croydon
Times: 7.30pm to 11pm Thursdays
Contact: Dave Brighton (0181-665-5354)
Notes: Members to be 16+. £1 annual membership fee
and £1.50 per session subscription fee.

Chichester Hive Gaming Guild

Games: WH40K, Epic, Fantasy, Blood Bowl, Necromunda,
AD&D.
Venue: Newpark Road, Newpark Centre, Chichester
Times: 6.30pm to 10pm Mondays
Contact: Chris (01243-531273)
Notes: Age 10-18+

Epic Incorporated

Games: Epic.
Venue: Own house
Times: 7pm to 8pm Monday to Friday
Contact: Andrew Mills (01702-588973)

Rainham Workshoppers

Games: Necromunda, WH40K, Warhammer, Epic.
Venue: Various residences
Times: Varies. Usually weekends
Contact: Matthew Stanton (01708-524795)

Brentwood Hermit Roleplay & Warhammer

Games: Role play, Warhammer, WH40K etc.
Venue: Behind the Wall Cafe, Shenfield road, Brentwood
Times: 7pm to 10pm Tuesdays
Contact: Kathy or Simon (01277-218897)

Da Klubb

Games: Necromunda, Epic, WH40K, Warhammer, WH.
Quest, Talisman, Space Hulk, AD&D, Planescape,
First Quest, Vampire, Werewolf, Magicard others.
Venue: Fernleigh Centre, North Street, Chichester
Times: 6pm to 10 pm Tuesdays & Fridays
Contact: Andy (01243-820432)
Notes: All ages, £1 per night.

Legion

Games: All Games Workshop games and historical & RPG's.
Venue: 62 Lakeside Road, Shepherds Bush
Times: 7pm Wednesdays
Contact: -
Notes: Members to be 16+. £1 annual membership fee
and £1.50 per session subscription fee.

Bugman's Away Team

Games: Warhammer, WH40K, Necromunda and anything
else.
Venue: Upstairs Room, Mushwells (pub), Jewry St.,
Winchester
Times: 6pm til closing time Tuesdays
Contact: Adrian. (01962-856564)

Winchester Wargames Club

Games: Warhammer, Napolionics, Naval, Space.
Venue: 'The Log Cabin', Stockbridge Road, Winchester
Times: 2pm to 6pm, 1st Saturday every month
Contact: Ken Hill (01962-851544)

South London Warlords

Games: All Games Workshop games.
Venue: St Barnabas Church Hall, Dulwich, London
Times: 7pm to 10.30pm Mondays
Contact: Mark at GW Croydon (0181-680-4600)
Notes: Members to be 16+.

Essex Warriors Wargames Club

Games: WH40K, Warhammer, Other wargames.
Venue: Writle Hall
Times: 9am to 5pm alternate Sundays
Contact: Derek (01245-260243) or Peter (01245-440439)
Notes: Friendly club with wide range age range. Club
letters, Club magazine + Discounts from local shops.
Juniors - £5/year + £1/meet. Seniors - £10/year +
£1/meet. New members always welcome.

Richmond Warhammer Club

Games: Warhammer, WH40K, Necromunda, Space Hulk,
Blood Bowl and various other games systems.
Venue: Y.M.C.A, Market Place, Richmond (above Oliver's)
Times: 5.30pm to 9.30pm Fridays
Contact: Kevin Stace (01748-825622)
Notes: There is a fee to attend to cover hiring costs.

Chameleon

Games: All Games Workshop games.
Venue: Above Pine Shop, 1 Goods Way, King Cross N19 AA
Times: 1pm onwards weekends
Contact: Simon (0171-278-0118)
Notes: £5 annual membership fee.

Cauldron

Games: All Games Workshop games.
Venue: The Oast House, Rainham, Kent
Times: 7pm to 10.30pm Wednesdays
Contact: Simon or Brad (01634-263083)
Notes: All games. First night free. Membership £5/year.
Subs - £1.50 non-members, £1 members. Library
access, Necromunda gangs available, discounts in
local shops.

Alder Valley Games Society

Games: All Games Workshop games
Venue: Union Building, Hospital Hill, Aldershot
Times: 7.30pm to 11.30pm Wednesdays & Fridays. 2pm to 10pm Sundays
Contact: John Crane (0252-330837)
Notes: Holding a Convention on February 16th 1997

Benson Wargames Club

Games: All Games Workshop games
Venue: RAF Benson
Times: 7pm to 11pm Thursdays & 1pm to 4pm Sundays
Contact: Paul Buttolph (01491-834478)
Notes: Current age range is 10 to 30 years old

Bracknell and District Wargamers

Games: All Games Workshop games. Historical Wargames
Venue: Coopers Hill Youth & Community Centre, Crowthorne Road, North Bracknell
Times: 10am to 5pm on various Sundays (ring for details)
Contact: Andrew Mass (01344-59978)

Reigate Wargamers

Games: Warhammer Fantasy battle, WH40K & Necromunda.
Venue: To be arranged
Contact: Mike Hutchinson (01737-221557)
Notes: 60p per session subscription fee. Food and Drink available.

NORTH WEST

Wirral Games Club

Games: Healthy variety.
Venue: Bebington Civic Centre, Bebington, Wirral
Times: 6pm to 9.30pm Fridays
Contact: Mr Roger Webb (0151-3273460)

Altrincham Gamers

Games: Warhammer, WH40K, Roleplay, Many others.
Venue: Sale Hotel, Marsland Road, Sale, Cheshire
Times: 5pm till 11pm Sunday evenings
Contact: Mike (0161-929-0382) or Rick (0161-282-5975)
Notes: First visit free, subsequent £1.

Boughton Gaming Group

Games: Necromunda, WH40K, Warhammer
Venue: 5 Stocks Avenue, Boughton, Chester
Times: To be arranged (not Thursdays!)
Contact: Mark Taylor (01244-341035)

Junior Adventurers' Guild

Games: All Games Workshop games.
Venue: Earby New Road Community Centre, Lancashire
Times: 6.30pm to 9pm alternate Mondays
Contact: Justin Taylor (01282-844429)
Notes: 50p session fee, age 10+

Phoenix Modelling & Wargaming Club

Games: Warhammer Fantasy Battle, Warhammer 40K, Epic, Space Hulk, Blood Bowl, plus period wargames and board games.
Venue: 58, Frank Street, Widnes, Cheshire WA8 0AH
Contact: Ron Foster

Goblin Horde

Games: Warhammer Fantasy Battle and RPGs
Venue: The Crown Inn, Wellington Road South, Stockport
Times: 7pm to 11pm Wednesdays
Contact: Rachel (0161-456-1444)
Notes: 15+ age limit.

South Shields Games Club

Games: Epic, WH40K, Space Hulk, Man'O'War, Warhammer.
Venue: Brinkburn Community Centre
Times: 6pm to 10pm Sundays
Contact: Keith Gray (01207-545502)

Leeming Wargames Association

Games: Warhammer 40K, WH Quest, Necromunda, Blood Bowl and are hoping to start Warhammer soon.
Venue: R.A.F Leeming (near Catenby, Northallerton)
Times: 7pm, Tuesdays, Wednesdays and Thursdays
Contact: Graham Perkins (01677-424885)
Notes: The club charges a £1 fee to cover costs.

Redcar Fantasy Games Club

Games: Warhammer, WH40K and Necromunda but if other gamers bring different games they will be tried out.
Venue: Redcar Literary Institute, Lord Street, Redcar.
Times: 7pm to 10pm Wednesdays
Contact: Andrew Reed (01642-475053)
Notes: 50p covers hiring costs. Anyone may join.

Cramlington Wargames Club

Games: Warhammer, WH40K, Necromunda, Epic, Space Hulk.
Venue: Shanklea Community Centre, Shanklea First School, Nairn Road, Parkside, Cramlington
Times: 1.30pm to 7pm Sundays
Contact: Joseph Walton or Albert Walton. (0191-268-8936)

Ashton High School Games Club

Games: Warhammer 40,000, Warhammer Fantasy Battle, Necromunda, Epic, Bloodbowl, Warhammer Quest.
Venue: Room 11, Ashton High School, Green Lane, Ashton
Times: 5.30pm to 9pm Mondays
Contact: (01670-812166)

U.S.S Galaxy

Games: Necromunda.
Venue: Jarrow Community Centre
Times: 3pm to 7pm 2nd Sunday of each month
Contact: Mary A21 2240
Notes: Wishing to expand in the future

Northumbrian Adventurer's Guild

Games: WH40K, Space Hulk, Warhammer, Necromunda.
Venue: Newcastle Library, Elliot St./Winship St, Blyth
Times: 2pm to 7pm Sundays
Contact: Alisdair Gibbs Barton (01670-366881)
Notes: First meeting free, then £1 or less.

Hartlepool Wargames Club

Games: All Games Workshop games.
Venue: Hartlepool Aetheneum (Church Street)
Times: 10am to 4pm Saturdays
Contact: Arthur Dixon (01429-279222)
Notes: Currently running a 'new' Warhammer campaign (over 20 players!!!). Due to enthusiasm, we will soon be starting a Warhammer 40K campaign and Blood Bowl league.

SCOTLAND

Central Wargames

Games: All Games Workshop games.
Venue: Carronshore Community Centre, Carronshore, Falkirk,
Times: 5pm to 11pm Saturday nights
Contact: David Gillan, (01324- 554350)

Da Club

Games: All Games Workshop games.
Venue: The Spectrum Centre (at Bus Station), Inverness
Times: 7pm to 9.30 pm Wednesdays
Contact: John Findlay (01463-235458)

N.E.W.D.S

Games: Warhammer, WH40K, Necromunda, Epic, Warhammer Quest, Talisman.
Venue: Broadsea Hall, Fraserburgh
Times: 7.00pm - 10.00pm Thursdays
Contact: Ian Dwyg (01346-518715) or Charles Drakeley (01346-571101).
Notes: £1 a night. £2 life membership. Lots of tournaments & free draws.

Gaming Contacts

East Kilbride Wargames Club

Games: All Games Workshop games.
Venue: Clairmont High School, House Block 2,
St. Leonards, East Kilbride
Times: 7pm to 9.30pm Tuesday &
11am to 6.30pm Sundays
Contact: John (01355-260601)
Notes: £3 annual membership fee and £1 per session

Kirriemuir & district Wargames Society

Games: All Games Workshop games.
Venue: Glengate Hall, Kirriemuir,
Times: 7pm alternate Sundays
Contact: Dale Smith (01575-574128)

Dundee Wargames Club

Games: WH40K, Warhammer, Necromunda, Epic.
Venue: St Peter & Paul's Church Hall, Milton Street,
Dundee
Times: 2pm to 5pm Saturdays
Contact: Bill McCabe (01382-819523) after 5pm.
Notes: First time free, £2 thereafter. No age limit.

Aberdeen Role-Playing Club

Games: All Games Workshop games.
Venue: A.W.C., Crown Lane, Aberdeen
Times: 7pm to 11pm Wednesday, Thursday & Friday
Contact: Paul Hunter (01224-680191)

North East White Dwarf Society

Games: All Games Workshop games.
Venue: Broadsea Hall, Fraserburgh
Times: 6.30pm to 10pm Thursdays
Contact: Charles Drakeley (01346-571101)
Notes: 50 members (40 regularly attend)

SOUTH WEST

Lincombe Barn Wargames Club

Games: Warhammer, WH40K, Historical wargames,
Roleplaying games.
Venue: Downend Folk House, Downend, Bristol
Times: 2.30pm to 6pm Sundays
Contact: Alex Self (0117-973-4743)
Notes: Cannot accept members under 15 years of age.

Ottery Gamers' Club

Games: Mainly WH40K, willing to try other games systems.
Venue: Ottery St. Mary Youth Centre, Station Centre.
Times: -
Contact: John Petrie (01404-813544)
Notes: No fee!

Exeter University Games Society

Games: All Games Workshop games.
Venue: Cornwall House Refectory, University Campus
Times: 2pm to 11pm every Sunday afternoon
Contact: Rik Stewart (01392-435478)
Notes: Games mainly oriented towards over 18's -
Warhammer, D&D, White Wolf and Magic.

Fantasy Gaming Group

Games: All Games Workshop games.
Venue: Various
Times: All day Sundays
Contact: Ray Barrett (01392-24586)
Notes: Contact to arrange meetings.

Clubbers

Games: WH40K & Necromunda, Blood Bowl, Space Hulk,
Warhammer, Warhammer Quest.
Venue: Exmouth Community College Room 402 (M)
Times: 3.40pm to 6.30pm Wednesdays
Contact: Alex Rogers (01395-263771)
Notes: Will play anything. Lots of painting too!

WALES

Pontllanfraith Games Club

Games: WH40K, Necromunda.
Venue: Pontllanfraith Leisure Centre
Times: 5pm to 8pm Fridays

Contact: Jonathan Lane (01495-225363)
Notes: Free admission.

Bangor Wargaming and Roleplaying Society

Games: All Games Workshop games.
Venue: Students' Union, Bangor University.
Times: Sundays
Contact: Ian Russell-Jones or Chris Wood
E-mail: bsu291@thunder.bangor.ac.uk

Pentyrch Scout Hut

Games: WH40K, Warhammer, Epic
Venue: Scout Hut, Mountain Road, Pentyrch
Times: 4pm to 6pm Saturday Afternoons
Contact: Carol Sain (01222-891821)
Notes: 50p heating bill per person.

Bishopston Games Club

Games: All Games Workshop games.
Venue: Bishopston Scout Hall, Pyle Road, Bishopston
Times: 6.30pm to 8pm alternate Thursdays from October
3rd (ring for details)
Contact: Ken Davies (01792-234807)
Notes: 60p/session subscription. Refreshments available.

BEDFORDSHIRE

Abingdon Wargames Club

Games: Historical, SF, Fantasy games.
Venue: The Neave Room, Abingdon Con. Club, Conduit
Road, Abingdon
Times: 6.30pm to 10pm Fridays
Contact: Paul Smith. 01235 529264
Notes: Min age 10+. Subs: Junior (under 16) £1, Adult
(16+) £1.50.

New Mill Youth Club

Games: Epic, Warhammer, WH40K
Venue: Youth Club, Tring
Times: 7.15pm to 10.15pm Fridays
Contact: -

YORKSHIRE

Mars Hunt Inc.

Games: Warhammer, Necromunda, WHQ, WH40K.
Venue: As arranged
Times: 7.30pm Thursday evenings (but we are flexible!)
Contact: S. Wallace (0113-252-6367)

Bradford Gaming Club

Games: All Games Workshop games, RPG & collectable
card games.
Venue: Gingerbread Drop-in Centre, First floor, Darley St,
Bradford Town Centre
Times: 11am to 6.30pm Sundays
Contact: Paul Sutcliffe

Hallamshire Wargames Club

Games: WH40K, Necromunda, etc.
Venue: Park Hill Library, Sheffield
Times: 11am to 5.30pm Sundays
Contact: Mark Kniviton (01709-516433) after 5pm.

H.A.R.D. (Harrogate & Ripon district) Wargamers

Games: All Games Workshop games.
Venue: Dean Park Community Centre, off Woodfield
Road, Bilton
Times: 6.30pm Thursdays
Contact: Malcolm Thomson (01423-541135)
Notes: Members must be 16+. £1 annual membership fee
and £1.50 per session subscription fee.

East Leeds Militaria Society

Games: All Games Workshop games.
Venue: Cross Gates Bowling House
Times: Thursdays and 1st Sunday of month
Contact: Terry Joy (0113-2940528) after 7pm.

The New Waargh!

Games: All Games Workshop games.
Venue: St Wilfred's High School, Featherstone
Times: 6pm Wednesdays
Contact: Michael (01977-603227) 4 to 6 pm Mon to Fri.
Notes: £2 subscription fee.

Ye Olde Gamez Club

Games: All Games Workshop games.
Venue: Rossett High School, Community Room, Harrogate
Times: 4.30pm to 9pm Fridays
Contact: Ben Harvey (01423-884069)
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

FRANCE, AUSTRALIA, ITALY, AMERICA, ULTHUAN, ETC

There is absolutely no reason why Gaming groups across the world cannot be included in the Journal (providing we can understand them!), so lets see some entries from across the water!

CONVENTIONS

Why not advertise your convention in the Journal? Simply send us all the relevant information and we will try to get it into the next issue (Please get the information to us as soon as possible or we may not be able to print it in the relevant issue!)

PARTIZAN SCI-FI & FANTASY

Normally a Historical miniatures group, Newark Irregulars are organizing a convention to promote fantasy and science fiction miniatures. There will be top quality demonstration games, participation games, traders, a bring & buy stall, licensed bar, food, and free parking. In addition to all this, the man himself, Jervis Johnson will be there with the colossal 'Siege of Antoch' diorama. The convention is held at Kelham Hall (2 miles from Newark on the A617 Mansfield Road). For further details get in touch with Laurence Baldwin, 44 Hallam Road, Mapperley, Nottingham NG3 6HR (0115-9521966)

TOURNAMENTS/CAMPAIGNS

If you are organising a tournament or campaign and would like to attract other gamers why not send us the details? We would be only too happy to advertise it for you. Simply send us all the relevant information and we will try to get it into the next issue (bear in mind that we complete the Journal well in advance of the release date, so the sooner you give us the information the better the chance of having it published!)

INDIVIDUAL CONTACTS (BILLY NO-MATES CLUB!)

The following section is for individuals who are looking to join clubs in their area or are trying to set up clubs of their own and want more members. If you want to find a group to play with please send us the details including the area you are prepared to travel to (ie: 'Birmingham area', or 'South East', etc.)

Birmingham

Games: WH40K & Space Hulk. Scenery and models can be supplied.
Venue: 35 Corbridge Ave, Great Barr, Birmingham
Times: Anytime, anyday!
Contact: Dean.M.Wilson (0121-360-1129)
Age: -
Notes: Members to be 16+. £1 annual membership fee and £1.50 per session subscription fee.

**Peterborough**

Games: Warhammer, WH40K, Necromunda, Epic
Venue: 12 Craig Street, Peterborough.
Times: Weekends only
Contact: K. F. Whitlock (01733-756800)
Age: -
Notes: Seeking contact with mature gamers to set up wargames club in Peterborough.

Deeping

Games: Blood Bowl, Warhammer
Venue: 7 Fraser Close (Deeping)
Times: Daytime, weekends
Contact: Liam O'Sullivan (01778-346360)
Age: -

St. Ives

Games: WH40K, Warhammer, Necromunda
Times: Sundays
Contact: David (01480-393060)
Age: -

Brighton

Games: Warhammer, WH40K, Epic
Times: Weekends only
Contact: Colin Skinner (01273-813859)
Age: 21

Manchester

Games: Warhammer, WH40K, BloodBowl.
Times: -
Contact: Chris (0161-456-1457)
Age: -
Notes: Can you stand up to the might of my Chaos Horde?
If you think you can, ring me.

Maidstone

Games: Warhammer and Epic
Times: As and when
Contact: Peter Renn (*Hil, Pete! - Ed.*) Evenings:
(01622-754078) Daytime: (0181-373-5647)
Age: -



NAVIGATORS

The Return of the Imperial Navigator by Warwick Kinrade

BEING THE SCRIPTURES OF THE ARCH-HERETIC HY'GALAS. SENTENCED TO DEATH BY FLAGELLATION AT THE HANDS OF PRINCEP INQUISTORUM 0.762. 1324. M33.

Strictly Prohibited. Inquisitorial Records reference Beta 04.G84:01

-For Inquisition Eyes Only.-

To all His loyal servants it would seem that the Emperor, the undying Master of Mankind, is the absolute ruler of the Imperium. His God-like Will, His divine light and His infinite armies guard and protect all Mankind against a hostile universe.

Those closer to Earth, closer to the ever shifting centres of power know differently. There is no single purpose that drives the Imperium, though it would be the greatest heresy to so openly oppose the teachings of the Ecclesiarchy. The Emperor is an unmoving carcass, a mind encased in a rotten shell, whose every thought is enslaved to the survival of the race. He no longer speaks to his people, He is an impotent cripple who survives only by the constant sacrifice of his loyal subjects. Now the High Lords of Terra sit in His place, interpreting His will and govern the Imperium in His name.

Even the mighty High Lords of Terra are not the absolute rulers of Mankind. They assume the mantel of power, yet who can hope to have control over so vast a galaxy, an Imperium of a million worlds, through the centuries of vested and conflicting interests and millennia of entrenched dogma.

There are powers at work within this Imperium besides Him on Earth. These powers wax and wane with circumstance, but they never vanish. In dark corridors and hidden chambers they continue to exert an almost invisible influence, secretive and pervasive.

Just such an institution are the Navis Nobiliti, the ancient Navigator Houses. So long is their heritage and so reclusive is their nature that they have become shrouded in mystery.

Further pages wiped from Imperial records.....

It has been over twenty millennia since the strange breed of mutant humans called the Navigators first guided the vessels of Mankind through the Warp. The early history of the Navigators has been long forgotten by most. Many theories about their nature have been forwarded, perhaps the Emperor himself no longer remembers, but sealed away in the deepest, darkest, most secure record-crypts of the Inquisition, hidden so that none shall ever know the truth are ancient texts that tell of the Navigators beginnings, of the sinister secrets they hide, of power, wealth, greed and manipulation that is dangerously close to heresy against Mankind. Here follows just part of that previously unknown tale.

THE BEGINNINGS

It was in the 20th millennia, in the Dark Ages of Technology as man was just beginning the perilous colonisation of the galaxy, that one man, a man of infinite wisdom, who knew all too well the nature of the Warp and its dangers, developed the Navigator-Gene. It took centuries of secret work, and a succession of failures in the most advanced genetic laboratories of Earth to finally perfect the process by which humans could be altered to allow them to "see" the warp. If Mankind was to conquer the stars then the Warp was the key. Man's greatest enemy had, for once, become his greatest ally.

Colonisation of the stars had begun some 5 millennia earlier, using conventional sub-light spacecraft. Progress was painfully slow, colonies were separated from Earth by generations and, without guidance and protection, the colonies were vulnerable to alien domination or worse.

The discovery of the Warp drives accelerated the process of colonisation and allowed the distant systems to become part of a more unified whole. But warp drives alone were not enough to allow rapid, long distance journeys across the galaxy. Ships were obliged to use short, dangerous and blind warp jumps risking the ship and her crew with each jump. The fickle tides of the warp are impossible to navigate by conventional means and many of those early voyages ended in disaster.

WARPSPACE

The Sea of Souls is unlike any material ocean, it's tides do not run with the regularity of Earth's seas. The Immaterium is alive, it has it's own consciousness, it's own motivations, it contains the emotions and thoughts of every sentient creature, and it is home to those creatures that feed off these emotions. It is the realisation of the darkest side of reality. This is the place where the worst of spirits and emotions find substance. A dreadful place full of torment and insanity for those of the material universe. For those who know how to truly 'see' the warp, the fundamental questions of Mankind's existence and the true nature of the universe can be answered, and those answers are not for the weak of will or faint of heart.

The Emperor knew full well that the Warp drank the emotions of Mankind, it's rage, it's lust, its corruption and inconstancy, that the Warp grew in power and in return nurtured these emotions in the hearts of men. A great cycle had been established. Mans weaknesses feed the Warp and the powers of the Warp encourage man to further weakness, and so on, ad infinitum, until Mankind's destruction.

This is why the Emperor set about breaking the cycle, by creating a race apart, one that could not be caught up in the Warp power's trap. A race which would be immune to the temptations of Chaos, a race that could master the seeds of corruption within themselves.

The Navigators were born, and by setting them free from Mankind's cosmic struggle the Emperor allowed them an insight into the nature of Chaos that no mere human could ever have. They could face the insanity of the Warp without fear, read it's movements, hear its infinite echoes and see it's endless perturbations, ripples and eddies. All Navigators have an instinctive feel for the Warp, they know its fickle moods and, with the aid of the Astronomican, use their second sight to guide Mankind's spaceships through its unpredictable tides. Although the Navigators have an incredible resistance to Chaos, thousands of years of repeated exposure to the Warp have taken a terrible toll.

THE EMERGENCE OF THE NAVIGATOR HOUSES

The very first Navigators were so precious to the Emperor that he placed them all under his protection. Each Navigator literally belonged to the Emperor, they were untouchable lest the offender should incur a terrible vengeance, and through the centuries it remained so. Any dealings with the Navigators was strictly controlled. By doing this the Emperor, and later the High Lords of Terra, also retained some power over the Navigators. Who knew what might become of the mutants if the Emperor released them from his protection?

Even then, as now, the Navigators were shunned by most people, with their strange three eyed appearance few would have dealings with them, many in positions of power were jealous of their privileged status. Superstition and fear surround the mutants, over zealous and misguided missionaries would have Navigators put to death for their mutated appearance.

The Navigators unique position also gave them great influence over trading and mercantile affairs, and this has not changed for 20 millennia. Over this time the Navigators have come to control the vast majority of the commerce across the Imperium. They have ruthlessly exploited their monopoly on long distance interstellar travel to make their largest families incontestably wealthy. Supported by a complex network of fealties, oaths, tithes and contracts the great Navigator Houses, such as M'edici, Locarno, Hals-Viati, Sixtus and Davor-Jarni, have come to control the movement of just about any and all goods across the Imperium. Nobody does business without the Navigators getting their share of the profits.

Navigator Houses are ruled by Novators, the inheritors of the family holdings. The most powerful Houses vie for the position of Paternova, the overall ruler of the Navigator Houses, whose powerful influence extends even to the High Lords of Terra. It is every Navigator House's ambition to one day reach the position of Paternova, and take over control of the great Navigator Palace on Earth. The current ruling Paternova is Paternoval Navis Nobilite Francisco M'edici 14th. Lesser Navigator families owe fealty to larger houses, who in turn have their own alliances. These alliances form trading cartels, which compete for lucrative contracts with other trading cartels. The Merchant Fleets of the Imperium must constantly deal with these powerful cartels for the services of the Navigators. It is a strained relationship, but one which the Imperium constantly strives to keep the upper hand in. Open conflict is rare, but not unknown.

More covert methods are often employed: an Assassin's lethal touch to remove a troublesome Novator or his envoys, to be replaced by a more amenable family member, is often the only recourse. So high are the financial rewards and influence to be gained that assassination attempts are a common transaction amongst rival Navigator Houses.

Open warfare, in a controlled fashion, is not unknown between the feuding houses. All control vast wealth and large professional mercenary forces are paid huge amounts to serve the Navigator Houses. Some of these mercenary contracts date back thousands of years, such as that between House Emed-Useli and the Imperial Governors of Draconis Prime. Every five years House Emed-Useli pays the Governor a fortune to recruit half the planetary defence force into their private army. Similar contracts are not uncommon, especially on Hive Worlds whose massive populations are their greatest resource, to be exploited for profit.

The Navigators, paranoid of their rivals, are afraid to ever be seen as militarily weak, to do so is to invite attack or the declaration of a Tradewar. They pay well for loyal service, and failing this they trade in slaves or penitents and train their own soldiery within their huge private palaces. Slave trading is a lucrative business and so long as taxes and tithes are paid, the Administratum turns a blind eye.

TRADEWAR

A Trade War is a limited form of warfare, formally declared between rival trading factions. It is permitted by the Administratum under the Navigator Conventions. The aim of the Convention is to reduce the overall damage to shipping and mercantile interests as well as prevent rival factions from simply destroying one another. The rules of a Tradewar prescribe formal declarations of intent and restrict permissible targets. The Great Navigator Houses see Tradewar more as an extension of the customary means of competition between competing commercial interests, than as open warfare. During a Tradewar forces directly under the control of the warring factions are allowed to raid each others shipping, attack important mercantile operations or destroy equipment owned by the opposition. Employees and declared members of rival houses become fair game for assassination attempts or direct attack. Violence cannot extend beyond the direct opposition, so subsidiaries and lesser Houses allied to the warring factions are theoretically immune to the effects of a Tradewar, although they often get dragged into direct conflict. In practice Tradewars rarely last very long. They are expensive in terms of money and manpower, and the profits to be gained from resting control of commercial contracts, a specific market or shipping routes does not often justify the expenditure. They also tend to produce bitter enmities between rivals, as the fighting is invariably of a tawdry nature, leaving many scores unsettled.

INQUISITORIAL PURGES AND POGROMS

The Navigator Houses hold a unique position within the Imperium, they are not answerable to the authority of the Imperium but they do tend to toe the Imperial line because of the mutual benefits each side receives. So powerful a force within the Imperium are the Great Navigator Houses that they command a place within the High Lords of Terra. The Paternoval Envoy is the current ruler of the Navigator Houses' representative to the High Lords of Terra. Because of this power the Imperium remains suspicion of Navigator motives. Prejudice still lurks against their mutated appearance and some whisper that the Navigators have been tainted by Chaos, all in all the Navigators are tolerated only as a necessary evil.

The Inquisitors of the Ordo Xenos have been commanded to keep a very close eye on the Navigator Houses, it is their sacred duty, in the name of the Emperor, to keep the Navigators in line. Whispers of dissent are ruthlessly crushed by Inquisitorial purges on offending houses. Goods and assets are seized, midnight raids on Navigator palaces are followed by arrests and a purging of those seen as tainted, their fate to be burnt as heretics or locked away in the Inquisitions torture chambers. The Ordo Xenos' relishes such work, and the Navigators have come to fear their power, but to offer resistance would bring the Iron fist of Imperial Justice down upon them, and the freedoms they enjoy within the mercantile world would be lost. Those that fight back are mercilessly hunted down.

The House D'Kark, once rulers of the entire Magdallan system, learnt this lesson the hard way. During an Ordo Xenos purge on Magdallan Prime a battle broke out between D'Kark's private mercenary forces and the soldiers of the Imperial Guard under the direct command of the Inquisition. The Navigator palace at Magdallakeen resisted repeated assaults at the cost of hundreds of Imperial lives. Retribution was swift and brutal, in the form of the Adeptus Astartes. Two companies of the White Scars chapter were deployed onto Magdallan Prime, and following a heavy orbital bombardment the White Scars' ferocious battle brothers assaulted the walls and mercilessly butchered anybody they found inside the palace. Nobody survived the attack, not even the Harem slave girls or the servants' children. Those who fled were hunted down by White Scar pursuit squads. Only the old Novator D'Kark himself survived. He was retrieved by an Ordo Xenos Inquisitor, and after 5 years of imprisonment and torture his decapitated head was delivered to the Navigator's Paternoval Palace on Earth, a warning to all Navigator Houses. Magdellan Prime was subsequently purged and its entire population deported to selected Death Worlds.

Such brutal methods serve to illustrate the Imperium's power, but the Inquisition does not resort to the Iron Fist all the time. On worlds where it serves the Imperium's ends the Ordo Xenos' agent provocateurs will use the fear and dislike of the Navigators as a weapon of control. They whip up popular discontent against Navigators who operate on that world to the point where mobs, directed by Ordo Xenos agents, run riot through the streets, hunting out the mutants, burning their properties and killing their servants. Vicious fire fights break out as the Navigator's servants fight for their lives. Those that are caught are lynched or burnt by the mob as the Adeptus Arbites stand by and watch. The Inquisition's on going war of repression against the Navigators is deemed necessary if the Imperium is to keep the upper hand in the struggle for control of the space lanes.

THE CURSE OF THE MISBORN

As well as their obvious mutation, a single black eye in their forehead, other lesser mutations are not uncommon amongst Navigators. Many of the Navigator houses have been subject to a vast amount of time in the Warp. Although exceptionally resistant to the powers of the Warp, through the generations the malign influence of Chaos has taken its toll on the physical forms of the Navigators. Most of the families hide minor mutations, the problem is accentuated by the inter marrying of the Great Houses, to secure political alliances and gain additional prestige. Down the millennia this reduced gene-pool has created more cosmetic mutations, obesity or anorexia, bulbous facial features, large ears and withered limbs are all common amongst the nobility of the Navigators. More sinister mutations are hidden from view, the worst sufferers hide within the privacy of their palaces and never see the light of day, their hideous deformities hidden from the Imperium behind a mask of wealth and luxury. Many Navigator children are killed at birth, their mutated bodies too grotesque even for the Navigators to accept.

NAVIGATORS

Navigator	45 pts.
Navigator Master	80 pts.
Novator	125 pts.

There are three levels of Navigator to represent the age, training and experience of individual Navigators within a single Household. Younger Navigators are likely to be employed on Merchant Fleet vessels. More experienced Navigators find positions on more prestigious vessels, in the War Fleets or onboard the Black Arcs. The oldest Navigators, no longer able to expose themselves to the Warp safely, will retire to a position within the family holdings to await their chance to become the Novator.

Most Navigators bear the Curse of the Misborn, so roll once on the mutations table for each Navigator at the beginning of the game.

Navigators are invariably widely travelled individuals, with access to vast resources of money. This means that many have come into contact with exotic equipment and wargear, having had contact with alien races from distant star systems.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Navigator	4	3	3	3	3	2	4	1	8
Navigator Master	4	4	4	4	3	3	5	2	9
Novator	4	5	5	4	4	4	6	3	10

WEAPONS/ARMOUR Apart from a knife all Navigators are unarmed and have no armour, but a Navigator may choose weapons freely from the Navigator Weapons and Navigator Armour tables.

WARGEAR A Navigator may take 1 Wargear cards. A Navigator Master may take 2 Wargear cards. A Novator may take 3 wargear cards.

SPECIAL All Navigators have witnessed the horrors of the Warp many times, because of this they are immune to psychology caused by Daemons of Chaos.

They have an increased resistance to Chaos, especially Daemons, so the Daemonic Attack card has a reduced effect against Navigators. It still nullifies any psychic power automatically but the Navigator cannot be dragged into the Warp.

STRATEGY A Novator may lead his mercenaries in battle. They are rarely well versed in the Tactica Imperium so count as having a Strategy Rating of 1. Novators often leave the command of their forces in the hands of highly paid mercenary commanders.

NAVIGATOR POWERS

THE THIRD EYE

Every Navigator possesses the ability to see and even, to a lesser extent, manipulate the Warp. Their special sight gives them many strange powers, and these mysterious abilities are the object of much superstition amongst the common people of the Imperium. Five of these powers are given below. A Navigator has 1 of these powers, a Navigator master has 2, and a Novator 3 drawn randomly from a full set. So if there is more than one Navigator in a force then they may both have the same power. This is an exception to the rules given in Dark Millennium. Otherwise these powers work exactly like normal psychic powers.

NAVIGATOR ARMOUR TABLE

Flak Armour(6+ save)	2
Mesh Armour(5+ save)	4
Refractor Field (5+ unmodifiable save)	10

NAVIGATOR WEAPONS TABLE

Stub Gun	1	Las pistol	1
Auto Pistol	1	Needle Pistol	10
Plasma Pistol.....	5	Hand Flamer	7
Shuriken Pistol	4	Autogun	2
Lasgun	2	Chainsword	2
Powersword	6	Sword or Axe	1

NAVIGATOR MUTATIONS TABLE

2D6	Mutation
2	Roll twice on the table. Ignore further rolls of 2 or 12.
3	Anorexic: -1 to the Navigators Toughness characteristic.
4	Prescient: Double the Navigators Initiative, maximum of 10.
5	Fearsome: Such is the horror of a Navigator's exposed third eye that the Navigator causes Fear.
6	Withered limbs: Reduce the Navigators strength by -1.
7	Cosmetic Mutation: Webbed fingers, bulbous features, sticky-out ears etc. No effect on the Navigator for the purposes of game play.
8	Agile: The Navigator's Movement characteristic increases by 1.
9	Obese: The Navigator increases his Toughness by +1, but reduces his Initiative by 2.
10	Indomitable Will: Increase Leadership characteristic to 10.
11	Mentally Unstable: The Navigator is subject to the psychology rules for frenzy.
12	Roll twice on the table. Ignore further rolls of 2 or 12.

SCENARIOS

The following are a few suggestions for introducing Navigators into your Warhammer 40 000 games. You can also use the Navigators as Imperial Agents and allow any force which can take such allies to use Navigators.

PURGE

The Inquisition has reason to believe that a Navigators Household is harbouring Chaos Worshippers and mutants. An Inquisitor of the Ordo Xenos has been dispatched along with a force of Imperial troops to root out this heresy.

The Navigators, their servants and mercenary troops, (use Imperial Guards Squads, Necromunda gangs or even Chaos forces) must try to survive this onslaught.

Every unwounded Navigator at the end of the battle gains your side an additional 2 VP's.

The Inquisitor's forces must kill as many heretics as they can, and capture the Navigators for interrogation. For each surviving Navigator within 4" of an Inquisitor model at the end of the game, the Inquisitor player gains +3 VP's.

RESCUE

A Navigator from an important and influential household has become stranded due to an alien attack or local uprising. Imperial forces have been sent in to get him and his entourage out.

Set up the Navigator and any followers hidden in cover in the centre of the board. Treat the Navigator as the objective of a Take and Hold mission for the rescuers. The exception being that this objective can move.

Give the aliens, cultists, rebels or whatever the choice of either the Engage and Destroy or Guerrilla War mission, and they automatically get the Forced March Strategy card.

TRADEWAR: SABOTAGE

Tradewar scenarios pit two Navigator Households against each other, so both players may have Navigators on their side. Choose the Navigator forces from any army lists. Maybe they are secret Chaos or Genestealer Cultists, have Imperial backing or a treaty with local Eldar pirates. Alternatively use Imperial Guard Squads as the household mercenaries.

One Navigator Household is sabotaging their rival's installation. The attacker must destroy valuable cargoes or the installation buildings themselves. Allow the attacking forces to target crates (T4 W1) and buildings (See Rulebook). For each destroyed they gain +1 VP.

The defender must kill the attacking Navigators and minimise the damage.

For each Navigator they kill the defenders gain +3 VP's.

TRADEWAR: ASSASSINATION

The Tradewar must end, both Households are seeking to kill the rival leaders and force a peace on their own terms. Give both sides the Assassins mission.

OTHER SCENARIOS

As well as using Navigators as Agents of the Imperium you can also base your games around Navigators. Their unique position as part of the Imperium, but not ruled by the Imperium, gives you a lot of leeway for scenarios. *Here are some examples:*

The Navigator and his ship's crew could have become lost in the warp and emerged in a distant alien system or within the Eye of Terror.

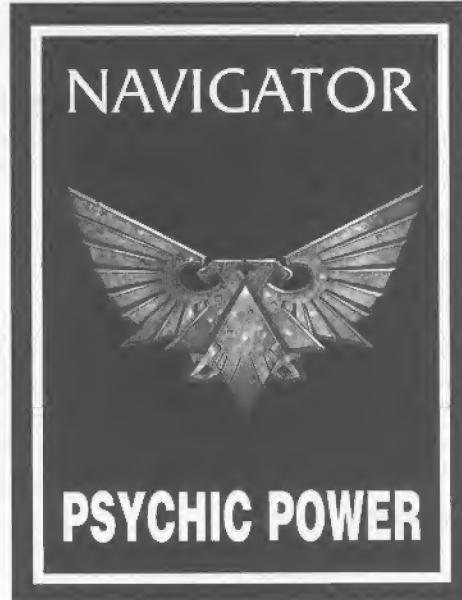
You can fight inter-household Tradewars, pit Navigators against Imperial forces as the Inquisition seek to keep powerful Navigator houses repressed, or rioting mobs hunting Navigators through the streets.

The murky world of politics could lead to innumerable assassination attempts against officials or military commanders. Likewise the Imperium always seeks to silence troublesome rivals.

On a larger scale the Imperium, Chaos, Orks or Tyranid forces could launch a wholesale invasion of a Navigator ruled system. The possibilities are endless.

CONVERTING NAVIGATOR MODELS

Navigators are individuals with no set appearance. There is a myriad of different models you could use as Navigators with a very simple conversion. I find the best models to use as Navigators are Adeptus and Primaris psykers, Necromunda Wyrds, or Astropaths. Many Necromunda models will also make good Navigators, especially Delaque, Van Saar or Escher gangers armed with pistols or close combat weapons, but ultimately anything goes.



Once you have selected your model all you need to do is give him a third eye. Drill a shallow hole with a pin vice in the centre of the models forehead. Take a tiny piece of BlueTack and roll it into a ball, then careful place the ball into the hole. Take your super glue and a pin, and using the pinhead smear a minute amount of superglue over the BlueTack to give it a hard surface. It's that simple. You can do some more converting if you like, adding pistols, swords, force rods or other wargear, but that is purely optional.

Power: 1

Range: 12"

THE LIDLESS STARE

The Navigator can staring deep into the mind of one model per power card used (1-3). The Navigator exposes them to the horrors of the Immaterium, ravaging their mind. The Navigator must have a line of sight and the rules for choosing a target apply as if he was firing. Each target must make a leadership test on 2D6 or be driven insane by torturous visions of the warp flooding their minds. Remove the model as a casualty regardless of their wound score. This power has no effect against Daemons of Chaos.

Power: 2

WARP GAZE

The Navigator blasts raw Warp energy from his exposed Warp Eye. Place the heavy flamer template in contact with the Navigator. Anybody fully under the template is blasted by the raw warp energy. Anybody half under is effected on a 4+.

Each victim must pass a basic armour saving throw, (unmodifiable saves such as fields cannot be used. Dodges are allowed.) Anybody who fails takes a Strength 6 hit, causing 1D3 wounds. This power does not effect fully enclosed vehicles.

Power: 3

Range: 6"

TEMPORAL DISTORTION

The Navigator can manipulate the tides of the Immaterium to effect time. The Navigator may use this power on a single squad, or on an individual, including himself, and allow that squad or individual to take its entire turn again, exactly as if it was its normal turn. The only exception is that the squad or individual does not get an additional psychic phase. This power cannot be used on vehicles or weapons batteries.

Power: 1

Range: 24"

INERTIA

The Navigator alters the tides of the Warp, making it difficult for enemy psykers to draw their power from the Immaterium. This power can be only be played against a psyker. If they are effected then all that psyker's powers will cost an additional force card to use whilst the Inertia remains upon them. This power remains in play until nullified.

JOURNAL

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Due to an ever increasing number of enquiries regarding issues of the Citadel Journal which are no longer available we are pleased to announce the arrival of the JOURNAL ARCHIVING SERVICE'.

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WARHAMMER

TALES FROM THE CRYPT

Undead Tactics in Warhammer

by Craig Barker

GENERALS

Because of the fact that your general is the sole model that your army relies on for its continuing existence, you will indubitably find your opponents will single him out for some really rough treatment in the hope of winning the battle quickly. Magically armed heroes mounted on flying monsters, daemons, assassins, and just firing away with artillery are amongst some of the despicable and devious tactics your opponent may employ. Fortunately, you have been blessed with a wide range of different generals to keep the opposition guessing, in addition to the fact that all of them are extremely tough!

But for this reason alone, it means that he cannot spend the battle hiding, so you must equip him efficiently for the dual role of survival and slaughter. You may decide to place him in a large unit of Skeleton (Horsemen?) or Zombies, and send him forth accompanied by two or three champions in order to accept any challenges from enemy characters and butcher your opponents rank and file troops, which is also appealing as he can use magic from the front to slay his foes.

The riskier alternative is to fight fire with fire, and mount him on the largest, nastiest monster available before charging around the battlefield dealing out mass destruction. If you choose this second option, beware the consequences! Firstly, do not risk flying high unless forced to, as the Orb of Thunder can prevent you from entering the fray at all, an unthinkable prospect. Also, the Sky Arrow of Naloer has caused more than a few tears in our recent battles. Secondly, do be careful when charging regiments, because their rank and standard bonuses tend to be forgotten in the heat of the moment. Be wary if there is any sort of standard present, the most notable peril being the Orc and Goblin's Morks War Banner which is tantamount to suicide for an undead General as contact with it kills all wizards without a save!

Finally, keep a close eye on your opponent's artillery and, if possible, disable it as early in the game as possible as you are a prominent and extremely vulnerable target. Your best hope is to try and stay out of their line of fire as much as is possible.

SPECIAL CHARACTERS

The mighty Nagash is going to cost you the earth to enlist, so if you do decide to use him, make sure that it is in an army of at least 3000 points. You must remember, as your opponent no doubt will, that he has to be your General if he is included, and will be targeted as such. On the plus side, he is an awesome character capable of receiving and delivering vast amounts of punishment, and armed with a devastating array of magical powers. This tends to be outweighed by the fact that he is a large monster, which reduces his ability to hide and he is instantly recognisable which makes him even more prone than most to suffer from 'ganging-up' by the enemy.

Vlad von Carstein is an excellent choice as either your General, or just a standard character. With the powers of his two magic items, plus the benefit of some protective device, you will have a close to invincible fighter. I have found he can be especially deadly if armed with the Hydra Sword instead of the Sword of Unholy Power as, when placed in the front row of a large Skeleton or Zombie unit, he decimates rank and file troops with ease, forcing break tests. The only down side is that, as a Vampire, he suffers from psychology as normal.

Isabella von Carstein is a useful addition as well. She could be used in the same way as Vlad, plus, if killed, Vlad will become a howling maniac, which is very useful. If you want to take a gamble on the fact that Vlad will destroy more Victory Points worth of the opposition than the points you will lose for Isabella's destruction, then get her killed intentionally! (*Let's just go back to the bit about underhand tactics - Ed.*) If you make the enemy general do this, Vlad will suffer Hatred towards him, which could prove quite handy.

Mannfred von Carstein, Dieter Helsnicht, and Heinrich Kemmler can use the same tactics as Vlad with the addition of a Black Amulet, and are all extremely powerful wizards. Arkhan the Black is only useful if you include a large unit of Undead Chariots, otherwise he is a very prominent target, and his abilities will be wasted whilst he hides from missile fire (*He could always Fly High -Ed.*). Finally Krell is most at home destroying enemy characters with his Axe but, if forced to, can make a living (*no pun intended! - Ed.*) leading a unit. Settra is best placed amongst a large unit of Skeletons or Zombies to let them share the benefit of the Tomb King's Crown (*NB - He can't use the Crown if he is engaged in combat himself -Ed.*).

CHARACTERS

These are the people that an Undead army, more than any other army, rely upon the most. To this end, the army list is packed with a fearsome variety of powerful nasties.

Vampire counts are comparable in power to the generals of other armies. Destined for one of the roles described in the section above, their only weakness is the fact that they suffer psychology normally. Mummy Tomb Kings are slow, but very tough, meaning that they should really stick to leading Mummy units only. Wights and Wight Lords are ideal champions for units, and these should be the creatures that issue challenges to tougher characters so that they keep the amount of damage to a unit to a minimum. Wraiths are a useful addition to any unit, using their ability to cause Terror, and their immunity to everything but magic to win combats for their regiment.

REGIMENTS

Skeletons are the backbone (*groan! - Ed.*) of any good Undead army. Backed up by Skeletal Horsemen and Zombies, their strength lies in numbers, as each individual has seen better days. I tend to favour Skeletons over Zombies for their Ballistic Skill and higher Initiative. These troops rely heavily on characters to win them the combat. Remember that if you do win a round of combat against enemy who Fear you, and that you outnumber, they will automatically flee. An Army Standard, or other standard that affects combat resolution, such as a Banner of Defiance, can create a nightmarish force which will never flee, but is quite capable of seeing off any enemy troops.

The best tactic is to include at least two very large units of Skeletons, plus maybe one or two smaller units, possibly containing crossbows to keep the enemy on his toes. Skeletal Horsemen, with their large movement allowance and ability to ignore terrain modifiers should not be overlooked either. They are particularly deadly if charged into the side of an enemy who is already engaged. Ghouls unlike other Undead units, can make march moves, but this barely compensates for the fact that they cannot pursue a fleeing enemy and will flee themselves if beaten in combat. Also they are allowed no armour save and have an appalling Leadership score to add to the list of their disabilities. On the plus side however, their Toughness of 4 makes them quite difficult to wound, so with that extra speed they can move swiftly in small groups down your flanks to attack the enemy War Machine crews, and any small units of archers. Other units useful for penetrating your enemy's front line are Ghosts, who are immune to the missile fire that will undoubtedly rain down upon them, and Wraiths who can spread Terror and Panic throughout the enemies rear ranks. Units of Wraiths are very expensive, so beware of attacking anything that has rank or standard bonuses, as points given away this way can easily lose you the game.

Carrion are to be employed with care, to kill enemy War Machines with their swift long distance attacks, or even better by pouncing on any fleeing enemy unit within their charge range, and wiping it out.

Towards the end of a battle they can be charged into the sides of engaged enemy troops in the

hope that they will break.

Wights are much more effective as characters than in regiments because once again you need weight of numbers and Wights tend to be on the expensive side. Mummies are painfully slow creatures, but very, very tough. If you use them, be sure to equip them with double handed weapons, and their best uses are either to absorb enemy missile fire or stand up to the best your opponent can throw at you.

PSYCHOLOGY

The outstanding feature for me is the army's near total immunity to all psychology, and the fact that most of the troops either cause Fear or Terror, which, if combined properly can be one of the most powerful weapons you possess.

Because your troops hold no fear of death, they will stand and fight to the last, which can prove extremely frustrating for an opponent, who will need to destroy the entire unit to gain any victory points. This will prove even more difficult if you have the three spells which allow you to replenish your depleted ranks.

The fear factor of your army gives you an excellent reason to create large units. Putting a Wraith into any unit will allow it to cause Terror, a powerful weapon which could win you the battle easily. Most commanders facing an Undead assault will account for the *Fear* causing troops, but most overlook *Terror*.

WAR MACHINES

The Screaming Skull Catapults are a godsend. The Undead army lacks powerful ranged weaponry, which is one of its disadvantages. Although not a fantastic piece of machinery, if a casualty is inflicted upon a large enemy unit, they must take a *Panic* Test, which can spell doom to any army.

Undead Chariots are a great weapon if you are using a large army, and can be kept in reserve for a final charge. The problem is that they are very vulnerable to enemy missile fire, and tend to be destroyed easily. This does not really justify their inclusion in smaller armies, as it will almost always guarantee defeat, although in a larger force they are an awesome force to contend with.

MONSTERS

People tend to overestimate the power of the Zombie Dragon. In my experience, the choice of a standard Dragon is much more beneficial as well as being a cheaper option.

Chimera are my favourite monsters, with their breath weapon and good statistics, they can be used effectively to attack already engaged enemy troops, or molest opposing archers. Flying high is probably not a good idea, unless to charge an enemy flyer. The Chimera gives your army another option and a little more mobility, and can be used to divert your enemy's attention whilst trying to manoeuvre your own troops into threatening positions. By floating around one of your opponent's flanks, you will force him to pay attention to your monstrous threat. The Hydra and Manticore are also excellent choice, but my tendency is to favour the slightly better abilities which offset its greater points cost. If fighting against low Leadership and Initiative troops like Orcs and Goblins, the Cockatrice is a good choice.

Taking an Insect Swarm may seem pointless, but they are lethal if sent up against foot soldiers who are already in combat, and a nice choice as a surprise weapon. Anything that has five attacks must demand at least a little respect.

ALLIES

Undead can ally with Dark Elf, Chaos or Skaven. The most effective option is to take a Greater Daemon, which has a wizardry level of four, but will tend to attract a lot of unwanted attention. Next is a Dark Elf armed with the Destroyer Sword to rid you of those enemy Magic items that could prove potentially devastating (e.g. the Book of Ashur through which the High Elf spell Banishment may be attained). Yet another option is to take a Dark Elf Bolt Thrower which will offset your lack of artillery. Remember, your allies' allowance is there to give you access to powers

that your own army list does not possess, so do not waste time taking non-essential troops, grab those special abilities while you can.

Editors Note - Most armies have more than enough troop types to be able to dispense with allies altogether. We only tend to use the allies section if we are playing multi-player battles. So, to recap: Allies are for wimps - if you want Greater Daemons, play Chaos!!)

SPELLS

An Undead army relies on magic, and so it derives an awful lot of its battle tactics from spells. You must put it to good effect, as a good general must play to his strengths. Most of your powerful characters will be wizards. The most essential spells are Vanhel's Danse Macabre, Summon Skeletons, Raise the Dead, and Summon Undead Horde. Make sure that the character you have holding the Staff of Damnation is not the one carrying Vanhels Danse Macabre as they both do the same thing! If this character dies, your army will be bereft of its advanced movement rate, extra attacks and ability to shoot twice. These two items are critical to the success of an Undead army.

The other three spells all allow you to add troops to existing Skeleton or Zombie regiments, or even to create new units, which if raised up next to a War Machine or to the rear of an engaged enemy unit can tip the battle in your favour.

Other handy spells are the Boon of Tzeentch, if you have a Chaos Sorcerer in your midst. It is always handy to have any extra spells that you can get your hands on. Curse of Years is a particularly nasty Necromantic spell, especially dangerous if fuelled by the risky Dark Magic spell Power of Chaos.

MAGIC ITEMS

My final section looks at Magic Items, and what a huge selection of toys to choose from! Essential is the Staff of Damnation for those enemies who seek to hinder you by picking on the guy who possesses Vanhels Danse Macabre. Next most important items are a minimum of three Dispel Magic scrolls in order to negate that pesky Banishment spell. If you are really worried about the aforementioned spell, then why not take the Book of Ashur, and neutralise its effects by getting it yourself? If not, how about combining the Skull Staff and Ring of Corin, and cleanse the enemy camp of all magic.

The Hell Banner and Doom Banner, when combined with the frightening powers of the Skull Wand of Kaloth, will stop those enemy characters from slaughtering your foot soldiers. The Banner of Defiance coupled with your Army Standard in the same regiment will cause your enemy no end of grief, as will the sneaky use of the universally acclaimed Banner of Wrath.

Given the Amulet of Fire, or my favourite, the Talisman of Obsidian, a Wraith unit suddenly becomes immune to everything except losing a round of combat because of rank and standard bonuses, a terrifying thought to all but the largest of enemy units. (*Craig, rearrange the following into a well known phrase: Game, the, Spirit, of - Ed.*)

The heart of Woe and Black Gem of Gnar can be employed to good effect by any character-hunters within your own troops, as can the Orb of Thunder and Sky Arrow of Naloer, to dissuade those mega-powerful characters on flying beasties.

Lastly, the Frostblade and Hellfire Sword can quickly put paid to the aspirations of most would-be Generals. But spare a thought to your own protection, my favourite devices being the Carstein Ring for Vampires, and either the Black Amulet or the Golden Crown of Atrazar, which could mean the difference between undeath and just death.

SUMMARY

So there you have it! These tactics are my own favourites, and are far from inexhaustible. The two things you have to bear in mind is that your General is the key to success and failure, and to get stuck in to the enemy as early as possible in the game. After a few games you will probably adapt to a strategy of your own, which could be totally different to what I have said. That is what playing Warhammer is all about, creating your own personal armies, which reflect your own tactics and ideas. So what are you waiting for? Go forth, and may the armies of the undying bring terror unto their foes!



BATTLE FOR T'KRAHN

AN ELDAR VS ORKS CAMPAIGN

By Alex Hockey

THE HISTORICAL ACCOUNT OF THE BATTLES FOR T'KRAHN

T'krahn is an Eldar world inhabited by Eldar Exodites. The planet is infused with semi-precious stones, primarily quartz, which Eldar bonesingers have chemically altered under psychometric pressure to form a psycho-conductive material. This serves as a World Spirit through which the spirits of all the dead Eldar can flow and mingle, similar to the infinity circuit on their Craftworlds. However to other races the stones represent substantial material wealth. This is what attracted the Orks.

Nazdreg, the infamous Bad Moon warlord, had realised that his teeth weren't growing fast enough so he set out to gain extra income by raiding and mining the world of T'krahn. With his second-in-command, Bigboss Drek, Nazdreg almost completely annihilated the Exodites. A small pocket of resistance sent a warning to the Ulthwe Craftworld using a distress beacon. There were no webway gates near T'krahn, but the Eldar responded to the call with amazing speed, braving Warp storms to get to the planet before the Orks started mining. Eldrad Ulthuan knew that if any of the crystal structure was breached the spirits of dead Eldar would be released into the warp to be consumed by Slaanesh. That must not have been allowed to happen.

Fortunately the Ork prospectors had not completed their report on the best sites for mining. The Eldar attacked the second largest Ork camp with incredible ferocity. The assault was swift and bloody with the Eldar seizing the camp and killing every Ork within a 2 km radius. Not even their hair squigs survived.

The rest of the battles would not be so easy. The Eldar planned to assault the main Ork camp and, hopefully, kill Nazdreg. With no firm leadership, and no base of operations, the Orks would be forced to flee the planet without harming the World Spirit. But it was not that simple. The main Ork camp lay in the Timan valley, a valley with steep slopes covered in trees and rocky outcrops. What's more the Orks would be able to detect anyone moving into the valley within 60 seconds of their arrival unless they took a path which was especially discrete. Their was a force field in operation ruling out orbital barrage. Eldar reconnaissance revealed that the Orks also had enough supplies and weapons to last for months. In that time mining could take place. The Eldar knew that the tiniest breach could be enough to enable The Warped Lord of Pleasure to siphon off the Eldar spirits and devour them. This was a thought too horrible for the Eldar to contemplate.

Eldrad knew that scouting the area inside the Ork camp and the area around it would be essential. The camp's position they already gave the Orks an advantage, the Eldar could not afford to give them any more. If he knew the layout of the camp Eldrad could plan an assault, taking the most direct, but least revealing route through the jungle and moving straight to Nazdreg's block of buildings, while avoiding the Ork defence systems and the majority of the greenskin army.

While Eldrad planned his assault a spacecraft carrying supplies for the Bad Moon invaders moved out of the warp into orbit around T'krahn. If the provisions and weapons aboard reached the Orks they would be able to equip their warriors many times over for a full-scale protracted war!

A Windrider Host of jetbikes scoured the area and discovered a landing pad approximately 150 km from the Timan valley. An extremely skilled Warlock named Adryelle was chosen to lead a small force to the landing pad and blow it up with fusion bombs. Once they were there Adryelle's force

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had just a day to sabotage the pad whilst fighting off Ork resistance; but they did it. It was here that the Eldar first encountered Drek who was soon to prove a thorn in the Eldar's, and especially Adryelle's, side.

The Scouts came back from their mission shortly after Adryelle had blown up the landing pad. Eldrad knew that he could not afford to delay his assault; if he did he risked the possibility of Nazdreg's personal habitation block being moved. But he also knew he would need as many troops attacking the Timan valley as possible. He decided to order Adryelle's force to meet up with the main force inside the valley. He foresaw that this would not be a problem as the main assault force would distract the greenskins long enough for Adryelle's detachment to break through. So Adryelle and his force set off immediately for the Timan valley. However they had underestimated the low cunning of the Ork Warboss. He got ahead of the Eldar force and laid an ambush at a point he knew that the Eldar had to march through, or else go through dense jungle. This was such a good plan for an Ork to think of that it caught Adryelle completely unawares. The outmanoeuvred Eldar force only escaped with their Warlock, and two Guardian squads.

Before he got to the valley, Eldrad received a message from the unit protecting the Eldar base camp. They had spied approximately 100 Orks, with mining equipment, moving away from the Timan valley. The Eldar at the base camp couldn't take on the Orks on their own and Eldrad's force didn't have time to divert and stop them. The only way to prevent the mining was to kill Nazdreg and the Orks in the Timan valley in the hope that this would shatter the morale of the entire Ork army. Once again the Eldar fighting against time.

A brutal battle ensued resulting in the death of Nazdreg (or so it seemed) and the decimation of his army. The Bad Moons withdrew before they could start mining and fled from T'krabn.

The following campaign allows players to recreate these battles to determine the fate of T'krabn.

BATTLE 1: SABOTAGE

This battle represents Adryelle's force trying to blow up the Landing Pad before the Ork shipment arrives.

FORCES

ORKS: The Ork player has 1500 points to spend on his army, chosen from the Ork codex, with the following restrictions:

1. The army must include a Bad Moon Bigboss to represent Drek
2. No special characters or characters which outrank Drek may be included.

N.B. It would be preferable to have an all Bad Moon army as this would add to the character of the scenario.

ELDAR: The Eldar player has 1500 points to spend on his army, taken from the Eldar codex, with the following restrictions:

1. The Eldar army must include a Level 3 warlock to represent Adryelle.
2. No special characters, or a Farseer or Avatar may be included.
3. All Exarchs must accompany a squad of Aspect Warriors of the same type.

TABLE SETUP

The only essential piece of scenery for this battle is a Firebase (shown as the dark box on the map). Set up the table using the table lengths and dimensions given. Then set up any other scenery as in a standard Warhammer 40K game. Try to avoid using 'man-made' scenery. This is meant to be a secret landing pad and it can't be very inconspicuous if there is a bunker complex on its doorstep!

DEPLOYMENT

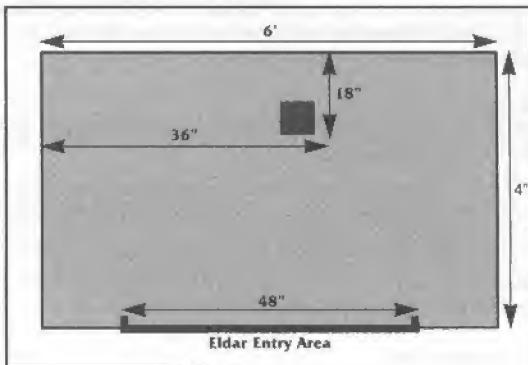
The Eldar automatically get the 1st turn. The game lasts 5 turns.

ORKS: The Orks deploy in, on or around the Firebase. Infiltrators may deploy outside their deployment zone as normal.

ELDAR: The Eldar forces don't deploy, but instead move onto the battle field on their 1st turn. Vehicles may move on at any speed. Eldar scouts may deploy ahead of the main force, on the battlefield as normal.

SPECIAL RULES

The Eldar have to attach and detonate 3 fusion bombs to destroy the Landing Pad. The rules for the bombs are given below.



Carrying the Bombs: Before the battle the Eldar player must nominate some squads/characters to carry the 3 bombs. A character can only carry 1 bomb at a time but a squad may carry 1, 2 or 3. If a character is killed while carrying a bomb, the bomb, which should be represented by an appropriate counter, is placed where the model died. With a squad things are slightly different. If a squad's number drops below the number of bombs it is carrying, bombs must be dropped so the number of bombs doesn't exceed the number of models in the squad.

A dropped bomb can be picked up in subsequent turns by a squad / character by moving over it. Carrying a bomb does not affect the model's movement or ability to fight. N.B. The bombs are tamper proof, i.e. if they are transported or warped away they will explode. The same also applies if the bombs have a sudden change in altitude or speed. As a result the bombs may not be carried by Warp Spiders, Swooping Hawks or Jetbikes.

Attaching the Bombs: To attach a bomb the squad / character must move onto the landing pad and spend the rest of the turn there doing nothing else. If it is disturbed (e.g. by a psychic power) the bomb cannot be attached that turn. Once attached the bombs cannot be removed. The bombs must be attached to the main pad and the two towers. Once all the bombs are attached they all explode and the Eldar win automatically.

Passing the Bombs: Bombs can be passed from character / squad to character / squad. However this is risky. If the bombs are dropped the attack will be slowed down dramatically! A bomb can be passed at any time in your own turn. To pass a bomb the giver and the receiver must be in base-to-base contact. Then they must both pass an Initiative test on a D6. If either test is failed (a 6 is an automatic failure) the bomb is placed on the ground in contact with both models. Both models may act normally after a pass attempt whether it was successful or not. Passing a bomb doesn't interfere with any of the models' actions for the turn.

VICTORY CONDITIONS

The Eldar win if a bomb is attached to the pad and both towers, simultaneously. If at the end of turn 5 not all the bombs are in place the Orks win. The shipment has arrived and there's no way to stop the Orks getting the guns, ammo and supplies.

CAMPAGN

After the game record who won, whether Drek survived, and the exact Eldar forces which survived the battle. All this information will be needed in future battles.

BATTLE 2: RECONNAISSANCE MISSION

This battle takes place at the same time as Sabotage. It represents the scouts reconnaissance of the Ork camp.

FORCES

ORKS: The Ork player has 1000 points to spend on his army, taken from the Ork codex, with the following restrictions:

There may be no special characters or command characters; i.e. there may be no Warbosses or Bigbosses included (Nazdreg is in the heart of the Timan valley and Drek is at the Landing Pad).

No Blood Axe commandos or Snotlings may be included.

ELDAR: The Eldar player must pick 300 pts of scouts only. They must be purchased as squads but may be armed individually.

TABLE SETUP

The game is played on a 4"x 4" table. The central area of the table should be covered with Ork architecture (Orkitecture). The outskirts should be set up fairly naturally eg: Rivers, Swamps, Woods etc. Inside the Ork camp itself set up small pieces of cover eg: crates, barricades and wire fences. The cover must be set up pretty densely or the scouts won't have a chance.

DEPLOYMENT

The Eldar automatically get the 1st turn.

ORKS: The Ork player may deploy up to 4D6 Orks or Gretchin as sentries anywhere on the table. They are facing a random direction determined by rolling the Scatter Dice. The rest of the 500 pts are deployed in any of the Ork buildings. N.B. The Orks which are not sentries are not deployed physically but on a map.

ELDAR: The scouts may deploy anywhere on the table but out of sight of the Ork sentries.

THE GAME

The Eldar have 2 objectives in this game: To gain as many Recon pts as possible and to capture a Greenskin for interrogation. The game lasts until all the scouts have left the table or are dead.

RECONNAISSANCE (RECON) POINTS: Recon points are used to reflect how much information was gained by the Eldar Scouts. The more points, the more detailed and wide ranging the reconnaissance was. Recon Points are gained scouting out predetermined objectives (explained below). However some objectives are more important than others so they are all worth a different number of Recon Points.

After the terrain has been set up but before any forces are deployed the Ork player must place all of the counters provided on the table, face down. He can place them anywhere but they must be at least 12" away from any table edge and 8" away from each other.



SCOUTING OBJECTIVES: To scout an objective a Scout must move within his Initiative distance in inches. When this happens flip the counter over and put it under the scouts base. It is assumed that the scout has recorded the details of the objectives. The scout keeps the counter until he is killed.

GAINING RECON PTS: However to actually gain any recon pts a scout with a counter/ counters under his base must leave the board. Any counters taken brought off the board are put to one side in a Recon pt Pool.

REPLACING COUNTERS: If a scout with any counters under his base is killed all of these counters are returned to their original places face up. This is because the dead scout would have communicated the objective's importance to his comrades. However the objective will still have to be re-scouted as only the dead scout knew the details of the objectives.

KNOCKING A GREENSKIN OUT: Reducing a model to 0 wounds usually kills it, but the Eldar need an Ork alive. To knock a greenskin out, a Scout must reduce the model to 0 wounds in hand-to-hand combat. Once this is done the Scout gives the Ork a very strong sedative to stop him waking up. Place the Ork next to the Scout. To actually take a hostage a scout with a sedated Ork must leave the table. N.B. When knocking an Ork out the scout can still use a sword in his free hand thus enabling him to parry

THE ORK SENTRYES: The Ork sentries are there to patrol the camp and alert the other Orks if there are intruders approaching or already in the camp. Until the alarm is sounded all Orks count their WS as half of normal and may not use ranged weapons.

Sounding the Alarm: There are 3 ways in which the sentries may raise the alarm. These are Spotting, Shooting and Hand-to-hand combat.

Spotting: Any Scout who is bidden or partially bidden will be spotted by an Ork sentry if he is within 'Senser' range on a D6 roll of 4+. Ork Senserz are notoriously unreliable. To reflect this roll 2D6 each turn to determine their range. In addition, sentries will automatically spot any Scouts within their 1 distance.

Shooting: If a Scout fires a weapon roll 2D6 and add the weapons strength to the score. If the result is 10 or more the alarm is sounded. This does not apply to needle sniper rifles which are silent.

Close Combat: A sentry who is attacked in H-T-H combat will sound the alarm if he survives the turn. (If a scout uses a pistol or a chainsword roll as above in Shooting)

CAMPAIGN

At the end of the battle total the number of Recon points in the Recon pool and consult the table below. Although the table doesn't give any rules it sets the scene. The specific effects of the reconnaissance mission are given when they are needed.

0-5 Recon points The reconnaissance was appalling. No useful information about the Ork camp was gleaned.

6-10 Recon points The reconnaissance showed the position of Nazdreg/E's personal building in the camp.

11+ Recon points As above but the scouting was so good the Eldar can approach from a direction which encounters the least Ork fortifications.

Also the Eldar may use a hostage if they have one to gain information about the Ork forces on the planet. The rules concerning the hostages are given later.

BATTLE 3: AMBUSH

This battle represents Drekk taking revenge on Adryelle by laying an ambush. However, if Drekk was killed in battle, then this battle may not be played. Without Drekk's cunning his force could never conceive such a plan and so the Eldar escape unharmed.

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FORCES

ORKS: The Orks have 1000 points to spend on their army, taken from the Ork codex, with the following restrictions:

Drek must be included in the army with the same equipment and wargear as in Battle 1: Sabotage. This battle is an ambush. As a result no vehicles may be included in the force. These things are not very subtle and if they were used the ambush would be immediately obvious.

ELDAR: The Eldar have the forces that survived Battle 1: Sabotage. Any unharmed squads and characters may be used but for wounded ones consult the *Repair and Recovery Table* below.

REPAIR AND RECOVERY TABLE

STATE OF CHARACTER / SQUAD	INCLUDE IN ARMY?
Wounded character.	Include at full wounds.
Squads: less than 50% casualties*.	Include at full strength.
Squads: more than 50% casualties*.	Do not include.
Dead character, Wiped out squad or Destroyed Vehicle.	Do not include.
Damaged vehicle.	Include with all damage repaired.

*The same rules apply for broken and unbroken squads.

TABLE SETUP

The battle is played on a 6" x 6" table as shown opposite. The dark grey area should be left fairly bare while the light grey areas should be covered with trees, scrub, bushes etc. keep man-made scenery to a minimum. The Eldar are trying to retreat off the Northern table edge which is the table edge to the right of the diagram.

DEPLOYMENT

The Eldar deploy first in this battle. The Orks automatically get the 1st turn. The game lasts until all the Eldar have retreated or there are no unbroken squads or undestroyed vehicles or alive characters in the Eldar force.

ELDAR: The Eldar deploy as a marching block(a thin column rather than a wide battle line) in their deployment zone as shown on the map.

ORKS: The Ork player doesn't deploy his forces but notes down their position on the map. They must all be hidden and must be placed in the yellow areas on the map. They are lying in wait, waiting to spring their trap.

SPECIAL RULES

ESCAPE: The Eldar are trying to escape from the Ambush by retreating off the Northern table edge. To do this a model simply walks, runs, flies, or teleports off the table.

THE HIDDEN ORKS: The Orks are lying in wait, ready to strike. When each squad is ready they reveal themselves and attack. There are two by which the Orks can be revealed.

Voluntarily- At the start of his turn the Ork player may reveal some or all of his (remaining) hidden squads / characters. The model(s) are placed on the table where they were hidden, according to the Ork deployment map. They may move and fight normally from now on.

Accidentally- If any Eldar model moves within his 1 distance of a hidden Ork model or squad, it is immediately revealed. The Ork(s) may move and fight normally from now on.

CAMPAIGN

At the end of the game record which Eldar forces escaped off the table. They will be needed in the Battle 4: The Final Conflict.

BATTLE 4: THE FINAL CONFLICT

This battle represents Eldrad Ulthuan leading most of the Eldar on the planet to attack the Ork camp. Leaving only a small force to protect the Eldar base camp he sets off with the mission of killing Nazdreg and inflicting horrendous casualties on the Orks. With reinforcements coming from all sides who knows what the result might be?

FORCES

ORKS: The Orks have 2000 points to spend on their army, taken from the Ork codex with the following restrictions:

Nazdreg must be included in the army (he is the supreme commander after all).

No Blood Axe Commandos may be included in the army.

In addition the Ork player can pick 250 points worth of fortifications. For more rules on fortifications see the last page of this article. If the Orks won Battle 1: Sabotage then they can buy an extra 1000 points from the Ork codex. This is because Nazdreg has the weapons to arm more Orks to protect him.

ELDAR: The Eldar have 2000 points to spend on their army, taken from the Eldar codex, with the following restrictions:

Eldrad Ulthuan must lead the force.

No Exodites may be included in the force (they are all dead!).

The Eldar may also have Adryelle's reinforcements. If the Ambush was played use the forces which escaped Battle 3, if it was not played use the survivors of Battle 1. Any unharmed squads and characters are used but for harmed ones consult the *Repair and Recovery Table* in Mission 3.

If the Eldar took a hostage in Battle 2: Reconnaissance Mission the greenskin may reveal useful information about the Ork force. Consult the following table.

Type of Hostage	Effect
Ork character	The Eldar player may see the entire Ork army list.
Ork (Bad moon)	The Eldar player may see the entire Ork army list except for the Ork characters' wargear.
Ork (Non-Bad moon)	The Eldar player may see all the Ork army list except for the characters and their wargear.
Gretchin	The Eldar learn nothing, except that Grotz tend to die too quickly under interrogation.

TABLE SETUP

This battle should be played on a 8"x4" table with normal Deployment Zones. As for scenery the Ork Deployment should be filled with Ork architecture as well as the immediate surrounding area. Try not to place non Orky scenery as this would detract from the scenario's background. This an

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Ork camp not an Imperial bunker complex or something ridiculous like that! The rest of the table should be set up with organic scenery, i.e. trees, bushes, rivers etc.

After all the scenery has been placed the Ork player sets up his fortifications. If the Eldar scouts amassed 11+ Recon points in Battle 2: Reconnaissance Mission then the Eldar have picked a route which encounters the least Ork fortifications. The Eldar player may remove 3 pieces of the Orks fortifications.

DEPLOYMENT

The 1st turn is determined as usual with strategy rating. Remember that Orks double their strategy rating when rolling for the 1st turn. The game lasts 6 turns.

ORKS: The Orks deploy in their deployment zone apart from infiltrators (who may set up using infiltration) and Orks deployed in watch towers. If the Eldar amassed 6+ Recon points in Battle 2 then Nazdreg's building has been detected and Nazdreg is deployed as normal. But if they didn't get 6+ points the location of Nazdreg's block is unknown. Therefore Nazdreg is no physically deployed but on a map. The rules for revealing Nazdreg are the same as those used for revealing the Orks in Battle 3: Ambush.

ELDAR: The Eldar deploy in their deployment zone apart from infiltrators (who may set up using infiltration). The Eldar reinforcements do not set up but move on to the table during the game.

SPECIAL RULES

The Eldar reinforcements are battling through dense jungle to get to the heart of the Timan valley. As a result the reinforcements arrive after the battle has started. At the start of each turn the Eldar player rolls a D6 and adds the turn number. If the total is 7+ then the reinforcements arrive. They all move on from one of the neutral table edges (determine which one randomly). They may move and fight normally from as soon as they move onto the table.

STRATEGY CARDS

Each player gets 2 Strategy Cards. N.B. the Orks don't get 3 even if they did get the extra 1000 points from Reconnaissance Mission.Orks: If the Orks get any of the following cards they must exchange them for replacements: Ambush, Forced March or Barrage.Eldar: If the Eldar get any of the following cards they must exchange them for replacements: Barrage, Delayed or Booby Traps.

MISSIONS

ORKS: The Orks have a special mission which I have made up for this scenario, but can be used in normal games. It is called REPEL. For every squad with less than 50% casualties or undamaged vehicle in your deployment zone at the end of the game get you 1 victory point.

ELDAR: The Eldar have the ASSASSINS mission.

VICTORY

It's a normal game. Whoever has the most victory points at the end of the game is the winner. If the Eldar win the Orks flee from the planet, as does the group with the mining equipment, before mining starts. If they lose the mining starts, the World Spirit is cracked and Slaanesh drags all the Eldar spirits into the warp where they are devoured. Only you can decide which future will come true.

FORTIFICATIONS

These fortifications are effectively static emplacements from which an army can defend their territory. Although I designed them to be used in the Battle for T'krahn campaign, the points values are correct (just about) and so the fortifications can be used in normal games of Warhammer 40,000.

Battle Bunkers: *50 pts.*

The rules for Battle Bunkers have already been published so rather than take up space here, just consult Warhammer 40,000 Battles or White Dwarf 169.

Razor Wire: *50 pts.*

Razor wire is strings of razor sharp barbed wire, rolled up and laid on the ground to slow down the enemy or intruders to a warehouse or something like that.

50 points will buy you 12" of wire. This is split up and laid on the table after the scenery is placed. It must be laid in your half of the table. The strips can be any length you want and there can be as many pieces as you want. The only restriction is that the shortest a strip can be is 30". Razor wire is impossible to move over with a run or charge. Troops with special movement rules (such as flying) incur no penalty from razor wire. Tanks can move over it as normal but they have no effect on the wire as it springs back up after the tank has moved over it.

Booby Traps: *50 pts.*

Booby traps are basically traps which are put in the ground before the battle to make certain areas almost impassable to troops. They range from grenades in cans to huge flying spear traps!

After the terrain has been set up place any booby traps you have. 50 points will buy you 1 trap counter. Place the trap counter in your half of the table. If any troops (friend or foe) go within 2" of a trap counter, roll a D6. On a roll of 5 or 6 a trap has been set off. Roll another D6 and consult the table below.

D6	Name	Effect
1-2	Frag	Treat as if a frag grenade had exploded over the model.
3	Net	The model is trapped until it can roll beneath its L on a D6. Squad coherency is suspended for the model.
4-5	Plasma	Treat as if a plasma grenade had exploded over the model.
6		Spear Trap. The model sustains a S6 hit causing D6 wounds with a -3 save modifier.

Watch Tower: *75 pts.*

The watch tower is a tower outside your territory where a squad can keep a look out. Its main effect is to allow the occupants to infiltrate.

After the terrain has been set up, set up any watch towers you have in your own half of the table. When the time comes to deploy you may deploy a squad in the tower. The squad must physically fit into the tower, you can't have any spilling out of it.

Da Roolz Boyz

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The juve scuttled like a rat through the darkness of the Underhive, his autopistol slapping against his bloodied thigh in its holster. His breath was coming hard and in ragged gasps, his legs were weary and numb, he wasn't sure how much further he could go. Heavy stubber fire rattled through the night and there was a scream. The juve ignored it. He knew Borthar was alone, he knew that his ammunition was low. He knew all these things, but he could not stop. Borthar let fly another volley and somewhere in the distance the ground was torn up in great chunks and hurled through the air. A grenade went off, blasting a hole the size of a man's fist through the great archeotech dome and the earth rumbled beneath his feet. He knew what would happen next and he dived for cover behind a broken water still of some ancient civilisation as the dome crashed in upon itself and screams echoed into the void; Borthar's sacrifice had been made. He had died, but he had taken more than a few of the Delaques with him to the sump that swirled lazily beneath them like some beast stirring from a deep slumber. The battle was over.

And he was alone.

The thought hit him suddenly, like a brilliant flash flare in his mind, and he began to tremble uncontrollably. He remembered, Borthar, his stub gun tearing great steaks of incandescent light through the heavy gloom. He remembered as he pulled the grenade pin with his teeth and lobbed it over-arm into the advancing hordes. He did not see the broken and twisted bodies spiralling into oblivion as he dove for cover and disappeared into the Hive Bottom. Why he had run he did not quite understand, he did not remember fearing the gangers as they advanced upon their position. He did not not remember any grief as Rexel, his friend had been gunned down by lasgun fire, the beams of light slicing through soft flesh. Something though, something had told him to run. A voice in the back of his mind had told him to escape the horror and the carnage all about him. So he had fled.

And he was alone.

He pulled the autopistol clumsily and glanced over his shoulder at the destroyed dome. The dome he had found and so eagerly reported to his gang. Rexel hadn't believed he had come across such a find, but he believed him now. They all believed him now, but they couldn't help him. They couldn't help him if the explosion had attracted Ratskins, or another gang, or...

Something shambled through the thick dust, groaning as it stumbled over dud grenades and expelled shotgun cartridges. A crude sort of club swung limply from one hand and the head lolled at a crazy angle. The juve rolled and with a horrified squeal began to race through the darkness, clawing his way through the filth on hands and knees. He glanced back and fired off three rounds. In his panic two went wild, but the third was good, punching a hole through the creature's chest as it fell upon him. He scrambled to his feet, but the beast was at his heels not yet ready to give up the chase. He felt blunt teeth sink into his ankle. He roared and tore his leg free, feeling flesh separate from bone, and he slipped, bouncing down an embankment into the very bowels of the hive.

He could smell rotting flesh and blood, and, as he slipped into oblivion, a face loomed over him. A face like parchment stretched across a bleached white skull. Something began to gnaw at his neck, and the skull spoke to him through the black fog that had descended on his mind.

'Good evening,' it said 'I am Karloith Valois, welcome to my domain.'

Kevin Outlaw



WYRD GATHERINGS

Using All-Wyrd Gangs in Necromunda
by Denzel Richards

To escape the witch-hunts of the Redemptionist Crusade, Wyrds have only a few stark choices. They can go into hiding, eking out an existence in the very depths of the Underhive or in the wasteland outside. Alternatively they can associate with gangs or outlaws, trading their usefulness for protection.

Occasionally however a charismatic Wyrd, a Mentor, forms a gathering of Wyrds who will work together and look out for one another. These Gatherings move from place to place in the wastes, hoping to stay one step ahead of Imperial Agents and Redemptionists that hunt them relentlessly. Inevitably they have to fight to survive, and in this respect they are the same as all the other Outlanders, despite their special powers.

OUTLANDERS. Wyrd Gatherings are Outlander gangs and as such all of the Outlander rules apply to them with the exceptions noted below. Wyrd Gatherings do not have a guild price and may never pay off their outlaw status.

TERRITORY. Wyrd Gatherings start with one piece of territory generated on the Outlaw Territory Table. This is the Gathering's camp in the wastes and they cannot hold more than a single piece of territory at a time. The Gathering must move their camp after every game in an attempt to keep ahead of the witch-hunters and Redemptionists, crossing the old territory off their roster at the end of the post-battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs may either be occupied by the Gathering in preference to randomly determining a new territory from the Outlaw Territory Table (the Gathering's old territory must still be abandoned as usual), or looted and destroyed by the Gathering as soon as it is captured (see the Outlaw rules for details of looting).

INCOME. Gatherings collect income from their one piece of territory, and can also forage for income just like an other Outlaw gang.

TRADING. Wyrds roll on the Outlaw Trading Chart.

HIRE GUNS. Wyrd Gatherings can make use of any Hired Guns that they can afford except for Bounty Hunters, the Arch Redwart or Brakar the Avenger. They can hire Wyrds to fight for them for 20 credits per game rather than the normal 25 (note that they are still worth 125 credits towards the Gathering's gang rating though).

STARVATION. Wyrds are subject to the effects of starvation just like other outlaws.

BOUNTY. The strange powers that they possess make Wyrds a source of great worry to the Guilders, so they are worth a bounty equal to their total cost, just like any other outlaw.

CAPTURE. Wyrds captured by Cawdor gangs or Redemptionist Crusades are automatically burned alive. The Gathering can mount a Rescue Mission in order to save their colleague before this happens. Note that Wyrd Gatherings will never ransom captive Cawdor gangers or Redemptionist Crusaders back to their gangs, though they may deal with their prisoners in any other way.

SCENARIOS

Wyrds roll on the Outlaw Scenario Table. If the Gathering can choose which scenario to play they can pick any of the ones from Necromunda or Outlanders. Note that Wyrd Gatherings may never defend on the caravan scenario, nor may they work for the Guilders in any other way.

RECRUITING THE WYRD GATHERING

Wyrd Gatherings are quite rare and it is suggested that only one be allowed to play in a campaign at any one time. The Wyrd Gathering is chosen in the same way as other gangs. You have 1000 credits with which to purchase Wyrds from the list below. The Gathering must include a mentor to lead it, and at least half of the Gathering must be made up of normal Wyrds. Once the Gathering has entered play however it is more difficult to recruit new Wyrds because of their inherent rareness. To represent this, only 1 new Wyrd or Awakening Wyrd may be recruited between each game that the Gathering plays.

1 MENTOR 165 Credits to recruit

Mentor is the term given to the founder and leader of a Wyrd Gathering. Mentors are very charismatic and wise in the ways of the Underhive: they make good leaders for Wyrds who otherwise tend to be solitary people. While they are normally no more powerful than most Wyrds, Mentors tend to have developed more a more precise control over their powers and are considered to be very dangerous. They are the hated enemies of the Redemptionist Crusade.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	8

WEAPONS: The Mentor may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons, plus the Grenades and Shotgun Shells section of the special Wyrds list.

LEADERSHIP: A Mentor is by nature an intelligent and charismatic leader, and other Wyrds feel heartened by his presence. This means that any Wyrds within 6" of the Mentor may use his Leadership characteristic when whenever they take leadership tests. A Mentor can always attempt to recover from being pinned even if there are no other friendly models within 2" of him.

PSYCHIC POWERS: A Mentor has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. He has one Minor Power randomly generated from the Wyrd Minor Power Table (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Mentor gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power. A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherbounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for the Mentor to gain skills due to experience. These skills may be chosen from any of the skill tables apart from Combat Skills.

EXPERIENCE: Mentors begin with D6+60 experience points.

ANY NUMBER OF WYRDS 95 Credits to recruit

Wyrds are fully awakened psychics who have developed control over the use of their mental powers. Fleeing from the authorities, they make themselves a hidden sanctuary in the Underhives or the wastes. They tend to be a highly strung and solitary people, forever trying to keep one step ahead of the witch-hunters. Joining a Wyrd gathering or becoming a Hired Gun gives purpose and protection to these unfortunates and they are then able to stand up to their persecutors and fight back.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

WEAPONS: Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

RANK-AND-FILE: Wyrds always make up the majority of a Gathering. As such Wyrds must make up at least half of all the models in a Gathering. Should the number of Wyrds ever drop below half the total number of models in the Gathering, you must recruit more Wyrds as soon as possible.

PSYCHIC POWERS: Each Wyrd has one Primary Power randomly determined from either the Beastmaster, Pyromaniac, Telepath or Telekinetic Primary Power Table. They also have one Minor Power randomly generated from the Wyrd Minor Power Table each (ignore and re-roll any results of None, Multiple Minor Powers and Extra Primary Power). Should a Wyrd gain an additional Primary Power from a roll on the Advance Table, then it will be from the same table as his original Primary Power.

A Beastmaster with an extra Primary Power increases the amount of creatures he may control by an additional D3 (if you are using the rules for Nasherhounds, a Beastmaster may normally control only one at a time).

SKILLS: It is possible for Wyrds to gain skills due to experience. All Wyrds may choose skills from the Agility and Stealth skill charts. In addition Beastmaster Wyrds may choose Ferocity skills, Pyromaniac Wyrds may choose Shooting skills, Telekinetic Wyrds may choose Muscle skills and Telepathic Wyrds may choose Techno skills.

EXPERIENCE: Wyrds start with D6+20 experience points.

ANY NUMBER OF AWAKENING WYRDS40 Credits to recruit

Awakening Wyrds are young people whose Wyrd powers are just beginning to manifest. Normally these individuals would have to cope with their new powers by themselves, but at the time of a Wyrd Gathering they can find shelter with the Mentor and his followers.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

WEAPONS: Awakening Wyrds may be given equipment chosen from the Close Combat, Pistol and Ranged Weapons sections of the special Wyrd list.

PSYCHIC POWERS: Each awakening Wyrd has one Minor Power randomly determined from the Wyrd Minor Power Table (ignore and re-roll results of None, Multiple Minor Powers and Extra Primary Power).

When an Awakening Wyrd gains a Primary Power you must randomly determine which discipline (Beastmaster, Pyromaniac, Telekinetic or Telepathic) the power comes from. Once the discipline is determined all further Primary Powers gained by the Wyrd will be from this same discipline.

When an Awakening Wyrd that has not already gained a Primary Power earns 21 or more experience points and becomes a full Wyrd, do not roll on the Advance Roll Table as normal, but instead assume that the Wyrd rolled a 12 and thus gained a Primary Power. When the Awakening Wyrd reaches this stage, you must immediately change his cost on your gang sheet from 40 to 95. This is unlike other gangs where the cost of a Juve is not altered when he becomes a ganger.

SKILLS: Awakening Wyrds with sufficient experience may choose either Agility or Stealth skills

EXPERIENCE: Awakening Wyrds start with no experience.

WYRD GATHERING WEAPONS LIST

Close Combat Weapons

Knife (N.B 1 Knife is free)5 credits
Sword10 credits
Club, Maul or Bludgeon10 credits

Pistol Weapons

Autopistol15 credits
Laspistol15 credits

Basic Weapons

Stub Gun10 credits
Autogun20 credits
Shotgun20 credits
Lasgun25 credits
Grenades and Shotgun shells	
Dum-dum Bullet15 credits
Man-Stopper Rounds5 credits
Frag Grenades30 credits

WYRD EXPERIENCE SYSTEM

GAINING EXPERIENCE

Experience Points	Title
0-5	Awakening Wyrd (Starting level for Awakening Wyrds)
6-10	Awakening Wyrd
11-20	Awakening Wyrd
21-30	Wyrd (starting level for Wyrds)
31-40	Wyrd
41-50	Wyrd
51-60	Wyrd
61-80	Wyrd Champion (Starting level for Mentors)
81-100	Wyrd Champion
101-120	Wyrd Champion
121-140	Wyrd Champion
141-160	Wyrd Champion
161-180	Wyrd Champion
181-200	Wyrd Champion
201-240	Master Wyrd
241-280	Master Wyrd
281-320	Master Wyrd
321-360	Master Wyrd
361-400	Master Wyrd
401+	Wyrd Lord (<i>Anyone who reaches this level may not improve any further</i>)

ADVANCE ROLL TABLE

2D6	Result
2	New Skill
3-4	New Skill
5	Characteristic Increase roll again - 1-3 +1 Strength 4-6 +1 Attacks
6	Characteristic Increase roll again - 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
7	Characteristic Increase roll again - 1-3 +1 Initiative 4-6 +1 Leadership
8	Characteristic Increase 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
9	Characteristic Increase 1-3 +1 Wounds 4-6 +1 Toughness
10	New Skill
11	New Wyrd Minor Power (ignore and re-roll None, multiple Minor and Extra Primary Power)
12	New Wyrd Primary Power

STARTING EXPERIENCE

Type	Starting Exp. Points
Awakening Wyrd	0
Wyrd	20 + D6
Mentor	60 + D6

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

WYRD SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Awakening Wyrds	Y	-	-	-	-	Y	-
Beastmasters	Y	-	Y	-	-	Y	-
Telekinetics	Y	-	-	Y	-	Y	-
Mentors	Y	-	Y	Y	Y	Y	Y



DIRTY, ROTTEN SCOUNDRELS

The Return of Nurgle's Rotters

By James C. Jamieson

NURGLE'S ROT IN BLOOD BOWL

Nurgle's Rotters were a Chaos team made famous by the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. The team won many games by default as it was not uncommon for opponents to simply refuse to take the field against them. Those teams desperate enough to do so were invariably changed by the experience. The Rot affects its victim slowly, deteriorating both body and spirit. As a result afflicted players either kill themselves, go mad or else sign up with the only team loathsome enough to have them: the Rotters themselves.

Unfortunately (well, unfortunate for the Rotters anyway) the team did not survive the collapse of the NAF in '88. Without a regular supply of victims to recruit they, quite literally, went to pieces.

Spike! Magazine Exclusive: The Rotters are back!

You can't keep a good plague down it seems. It's almost ten years since the last appearance of Blood Bowl's most putrid team. But Spike! can reveal that speculation about a revival (if that is an appropriate word) of the Nurgle's Rotters is confirmed. Three members of the Middenheim Marauders hospitalised after their charity game against mysterious newcomers D.K Erengrad are reported to be in a state of advanced and irreparable decomposition tonight. Kislev General Infirmary, where the injured players are being treated has declined to comment but it has closed its doors to the public, indefinitely. Chaos fans everywhere will be delighted.

NEW RULES

CATCHING THE ROT

Nurgle's Rot is passed on by physical contact. Victims can catch it by being in combat with disciples of Nurgle, being caught in a Stream of Corruption or by becoming a Champion of Nurgle. The Rot usually takes several months to kill its victim, it progresses from match to match, starting with the first match following contraction of the disease. The victim is grotesquely altered as he slowly turns into a Plaguebearer, then his appearance and profile continue to change until he is finally assimilated into the Realm of Chaos as a pool of protoplasm. A Champion of Nurgle who contracts the Rot becomes a carrier of the disease but does not suffer any debilitating side-effects. However he can pass it on to members of his own team. If he is slain then the status of Champion will be conferred upon another team member. If the new champion already has the Rot, its progress is halted at the stage it has reached.

A new Chaos team wishing to devote itself to Nurgle must declare one of its players as a Champion. The Champion has the skill Foul Appearance, as described in the Death Zone supplement. This skill is a measure of the progress of the Rot, consequently the remainder of the team, Chaos Warriors and Beastmen start with Foul Appearance at Level 0, indicating that they have not yet been touched by the disease. Beastmen of Nurgle lose their *Horns* initially but gain them as the rot progresses.

After each match, before allocating Star Player Points, roll a D6 for each player on the team. If the number rolled exceeds the player's Foul Appearance level his Rot has progressed further and the Foul Appearance skill is increased by one level. A roll of 1 always indicates no change in condition, hence at level 0 the player must roll a 2 or more to become afflicted. Once afflicted consult the following table:

FOUL APPEARANCE TABLE

Level	Effects on Player
0	Skin discolours. No effects on player's profile.
1	Pustules break out all over body. -1 AV
2	Skin rots. Additional -1 AV.
3	Player sprouts a horn. Gains <i>Horns</i>
4	Eyes grow together. -1 AG
5	Feet grow claws. -1 MA & gain Claw.
6	Play one further game with -1 MA -2 ST and -1AG.

No characteristic may go below 1. At Foul Appearance level 0 the player receives none of the effects described for this skill. Upon reaching level 6 the player plays one last match after which he melts into a pool of goo. This makes him somewhat redundant on the Blood Bowl field.

Opposing players wishing to block a player afflicted with the Rot must first roll equal or less than the player's Foul Appearance level on D6. Failure indicates that the blocking player is so nauseated by his opponents state of corruption that he refuses to go anywhere near him.

If a Nurgle's Rotter Badly Hurts or inflicts a Serious Injury on an opponent and it is not healed by an Apothecary, roll a D6. On a 1 the victim is afflicted with Nurgle's Rot, gains Foul Appearance level 1 and immediately loses one point of AV. The victim is shunned by his former team mates and has no choice but to join the Rotters if he wishes to continue playing Blood Bowl.

Roll D6 for each newly afflicted player. On a 2-6 the player signs up with Nurgle's Rotters and may be added to the team roster for their next game. On a roll of 1 the player climbs onto the roof of the stadium and ends his career abruptly by power diving onto the astrogranite.

If for any reason a Nurgle's Rot victim player has the Regeneration ability, he may actually be able to reverse the progress of the disease. At the end of a match make a Regeneration roll as normal, on a successful roll the player deceases his Foul Appearance level by 1 to a minimum of level 1.

Characteristics are not lost or recovered as a result of Regeneration, but at least the player's life expectancy may be increased. Similarly a Healing Scroll magic special play card may be used to automatically remove one level of Foul Appearance from a player, this may be used at any point during the match or in the post-match sequence.

ORIGINATOR'S COMMENTS AND PLAYTEST Q & A.

I started to think about Nurgle's Rotters, when the second edition of the game came out. The line drawing of the piles of goo stayed in my mind and over time, these rules have grown. I wrote these and have playtested them exhaustively. Some friends have written to me over the Internet with their comments. These are written below.

Q: Does this mean all the Nurgle teams would be like this? (i.e. all have Nurgle's Rot)

A: No. It is up to the individual coach / commissioner. I would rule that if a coach opted to play Chaos, and wanted to use Plague bearers and a Great Unclean One (Citadel Journal No.8), then he would have to use the rules for Nurgle's Rot. I would advise the commissioner to try to have only one Rotter team in each league.

Many of the questions concerned the cost of the players, especially the Beastmen. The complaint was that the players were overpriced.

Q: Beastmen are overpriced. Why not reduce the cost ?

A: I think that you are paying for the concept of the Rot, by losing the extra 10,000 GCs per beastman. Soon enough they are going to get infected and have Foul Appearance (which is a 20K Physical Ability), and can use it all the time. Normal Beastmen get *Horns*, at the start of their playing career, but only one of them can use it per turn! You are also paying in advance for the infected opponents that your team will recruit for free.

Q: Beastmen are over priced. Shouldn't the FA effects be stronger?

A: It is just a question of game balance and I'd prefer them to be more difficult than a 'normal' Chaos team. Jervis has *spiked* the Deathzone teams (e.g. Halflings and Undead), so that they should be more of a challenge. I'd like the Rotters to be like that, only more so.

Summary: The cost of individual players is balanced by the unique abilities of the whole team.

Q: The Champion doesn't deteriorate as a result of the disease, right?

A: Correct. He has the skill Foul Appearance, as described in DeathZone.

Q: If the Champion dies, can he be replaced?

A: If he is slain then the status of Champion can be adopted by one of his team mates. If the new Champion has the Rot, at a specific level, then its progress is halted at the stage that it is reached. The team 'vote' for who becomes the new Champion, so it is your choice. It can be a Beastman, a Chaos Warrior or even a player 'recruited' from another team

Q: Also, how about allies? I think the allies should be as stated in the Citadel Journal, i.e. Ogre, Goblin, Skaven, Dark Elf.

A: Nurgle's Rotters do not take allies as nobody in their right mind would actually join them. It would be a death sentence! Instead, the Rotters can acquire 'converts' which could include any Race. If you injure it, then there is a chance that it could play on your team! (for a short while).

Q: If an opposing player succumbs to the disease, is he deleted from his original roster?

A: Precisely! He joins your team, if you want him. You may make way for him/it, by 'cutting' a current team member, if you have no available spaces on your roster. For TR purposes he costs his list price. He has Foul Appearance Level 1

Q: What are the effects of Regeneration?

A: Regeneration effectively means that the progress of the rot is halted indefinitely, as long as the player is at a low level when he gets the skill. He has a 1 in 6 chance of getting worse and a 1 in 2 chance of being recovered.

Q: How could Undead be infected?

A: Nurgle's Rot doesn't only kill, but it also ruins flesh. A wise necromancer has gone to a lot of trouble to keep his Mummys in good condition and his ghouls alive. While the necromancer may not care about the Zombies, he must protect his investment. Nurgle warbands can consist of plague zombies, so the sorcerers of Nurgle must be able to maintain the Undead state of a subject. They cannot Raise the Dead, but perhaps they can sustain zombie existence.

Q: Isn't Coaching the Rotters is a lot of work in the book-keeping department?

A: Keep a portion of the Skills section of the roster free, or better still, draw a line down so that you have a fifth box after AV and call this the FA Lvl box. Simply write your roster in pencil and make the necessary addition/deletions as appropriate.

Q: Am I correct in assuming that FA Lvl 0 and FA Lvl 1 are functionally the same, except for the AV loss?

A: No! I haven't explained that well enough. FA Lvl 0 is a condition which has not yet started to express itself. Any player in this state can be blocked as normal and cannot exert the -1 modifier (on passing and catching) associated with Foul Appearance.

A Chaos Beastman in these circumstances is effectively a Human lineman. The team behaves quite normally at the beginning, but becomes fun after a few games.

AND FINALLY...

Some people complained that the players got too powerful, when they got *Claw* skill, especially as the opposing coach had to roll a 5 or 6, on a D6, just block him.

I answered by saying...

At FA Lvl 6, the player plays one final game with the following punitive characteristic reductions: -1 MA, -2 ST, -1 AG. As the average Beastman player will be 5/3/2/6 [Horns, Block, Claw], at FA Lvl 5, he suffers a very high chance of deteriorating to level 6 after each game (1-5 on a D6). He is not likely to stay at FA Lvl 5 for many games and for his final game, me he becomes 4/1/1/6 [Horns, Block, Claw]. It might be argued that at FA level 5 or 6 the Beastman is virtually unstoppable, but with his AG who on Earth is going to pass to him??

Whoops!

Journal 17 errata

Some of you (okay, it's a fair cop - all of you!) noticed that somehow we managed to duplicate two of the Harlequin Psychic powers on the covers of last issue. This has absolutely nothing to do with vast quantities of Bugman's over the festive period!

The card to the right shows the text that should have appeared. To complete the deck simply photocopy this card and glue it to the 'Vengeance of Khaine' card from last issue.

Force: 2 Range: 24"

The Vengeance of Khaine: The Striking

Upon successful casting the target suffers attacks as per the following table. Attacks may be combined to create a single more potent blast.

d6	Attacks	Str.	Save	Armour Pen.	
				Each	Combined
1	1	8	-4	8+d6	8+d6
2-3	2	7	-3	7+d6	8+2d6
4-5	3	6	-2	6+d6	8+3d6
6	4	5	-1	5+d6	8+4d6

Note that the power varies in its effect on its target. The target must be chosen before the d6 is rolled for effect.

Another common query was that in the Harlequin article it states that "Of these powers four are available to both Acolytes and Seers, while two are available to Seers only, just in the same way that three of the standard Eldar powers are only available to Farseers..." but the cards do not differentiate. The paragraph in the article should have been omitted.

And yes, Jain Zar's CAF should be 8 and NOT 18!



RATSKINS

An examination of the tribal variations among
the Ratskin Peoples of Hive Primus.

*By Andrew Stickland.
(Andrew, get in touch! - Ed)*

INTRODUCTION

Ratskins are something of an annoying enigma to the Imperium. In the early days of Imperial colonisation surveys were carried out by the Inquisition to determine whether they posed any threat to the Emperor's rule. Although far from being model disciples of the Imperial Cult, the Ratskins were judged to be harmless provided that their numbers were kept in check and the colonists quickly lost interest in these ragged tribesmen.

As the sprawling shadow of industrial development spread across the planet, the Ratskins were forced to adapt to life as Hive dwellers - finally settling in the depths of the Underhive, away from the prejudice of the Guilds. In their subterranean domain, the Ratskin's life is often short and brutal. He is assailed by all manner of foes from crazed Redemptionists to more basic enemies such as starvation.

Most citizens of the Hive would prefer not to think about these strange, tribal Underhivers, but it now transpires that one unbalanced individual has made a detailed study of them.

THE MANY TRIBES

In their own tongue the Ratskins call themselves Kuloq, literally - 'the people'. According to their mythology they are the descendants of Ku, 'the maker of the land and the sky'. When he had finished creating the world, Ku grew sad because there was no one with whom he could share the pleasures of his creation. For many years he wandered the new world in search of another living being, but he had created an empty, lifeless place and there were no companions to be found.

Finally, in despair, he lay down on the sterile earth and allowed his life to ebb away into the ground.

As Ku's body disintegrated all manner of living things came into being. From the five fingers of his left hand grew the Palpala, 'the Nonborn', from whom the Kuloq believe themselves to be descended.

Originally there may have been as many as sixty different Kuloq tribes living on Necromunda. Now their numbers are dwindling and no more than a handful of tribes have survived. Of these only four are found in Hive Primus: the Kuloqa, the Dapakkani, the Nassaq and the Ulenni.

KULOQA

The name Kuloqa is derived from the root word Kuloq. In the Kuloq language the -a suffix indicates a sense of importance or tradition, so an approximate tradition would be 'The True People' or perhaps 'The Original People'.

Certainly the Kuloq are the most traditional of all tribes. They believe that the maintenance of their ancestors' customs and religious practices is essential for the preservation of their people.

One such custom is the young warrior's rite of passage into manhood. The brave must venture, alone and unarmed, into the depths of the Underhive where he must track and kill a giant rat. Once he has killed the beast he must tear out its heart and eat it, raw and bloody, in order to gain its strength. The brave can then return triumphant to his tribe wearing the pelt of the rat around his head and shoulders.

It is from this practice that the derogatory term 'Ratskin' originates.

The Kuloqa are by far the most numerous of the Kuloq tribes and have had the most contact with the Imperium, although relations have been far from cordial. After enduring decades of interference and abuse the tribe's high elders decreed that all dealings with the Imperial were forbidden and any who tainted themselves by associating with outsiders would be banished forever. Outcast Kuloqa or Tsi-na-kagaq ('Badskins') are highly prized as scouts by Hive gangs since their knowledge of the Underhive is second-to-none. It is not unknown for a Badskin with a grudge to lead a gang raiding party on his former tribal settlement.

DAPAKKANI

The Dapakkani are the Children of Dapakk, the Kuloq god of hunting. In appearance they are almost identical to the Kuloqa tribe although they favour darker colours.

As their name implies, the Dapakkani are dedicated to the god of the hunt and pride themselves in their ability to track and kill anything that wanders through the Underhive whether it be a giant rat or a fully armed gang fighter. More than any other tribe the Dappakkani value marksmanship and do not settle disputes with a ritual knife combat as do other tribes, but with a shooting contest.

This bloodless solution reflects the Dappakkani creed which dictates that they may not kill one of their own unless he has been branded 'badskin'.

The Dappakkani's love of firearms is unparalleled, they have come to realise the value of understanding and maintaining these weapons and will take great risks in order to acquire imperial weapons technology. As a consequence they are the most technologically competent of all the tribes and their shamen fulfil a role reminiscent of the Imperium's tech-priests, though on a much lower level of course.

With their reputation as the finest hunters of the underhive, Dappakkani badskins have little difficulty in finding work as snipers and hitmen.

NASSAQ

Nassaq means 'black' in the Kuloq language. Strangely this has no bearing on the colour of their clothes but is nonetheless appropriate given the particular demeanour of this tribe. The Nassaq are brutal, cold-blooded killers who live only for battle and take great delight in torturing their prisoners before offering them up as a sacrifice to their bloodthirsty gods. For these savages a glorious death in battle is the only desirable end to a man's life. They believe that a warrior killed this way will have his spirit reborn into a new body so that he can wreak terrible vengeance upon his killer. To die any other way is to condemn the spirit to an eternity of shame, roaming the Underhive as a shadow.

Unlike other tribes, Nassaq warriors do not favour the ratskin head dress, preferring to enter battle bare-chested. They shave their heads and cover themselves in war paint depicting stylised versions of their bestial gods, believing that this will increase their fighting prowess and terrify their enemies.

Even more frightful than the warriors themselves are the Nassaq shamen who are able to commune with the dark spirits of the Underhive and blast their enemies with unholy power. It is the shamen who are responsible for the ritual torture and murder of all prisoners. Before a battle

the shaman will paint his face with the blood of a freshly sacrificed victim, this is the mask of Brakar, the Kuloq god of war and vengeance. Death is the summary punishment for almost every crime according to Nassaq law so badskin mercenaries from this tribe are all but non-existent.

ULENNI

By far the strangest of the surviving Kuloq tribes in Hive Primus, the Ulenni are also the least common and the most secretive. They chose to live only in the deepest and darkest regions of the Underhive, in those places where Imperial settlers have yet to venture and where they can live out their lives in peace.

The Ulenni rarely venture out into the open. Their entire society is based in and around the collapsed domes and sump pits which litter the very bottom regions of the Underhive. Their spiritual philosophy advocates sinking to the lowest level of existence, indeed the name Ulenni literally means 'The Stones'. Unsurprisingly the Ulenni are much paler in complexion than the other Kuloq people, this is accentuated by their ratskin hoods which are often taken from the mutant albino rats that live around the sump.

Life in the depths of the Underhive is, to say the least, harsh and treacherous. The Ulenni have adapted to these conditions and are physically rugged though still remarkable agile. In spite of their evil habitat they are the most peaceful of all the Kuloq tribes and avoid conflict wherever possible. Nevertheless their powerful, muscular bodies and natural resilience make them formidable opponents if their homes are threatened. Unfortunately their adaptability to harsh conditions makes them highly prized as slaves and Ulenni settlements are frequently raided by gangs looking to take prisoners who will be sold off for large sums of money to work in the Guilder mines.

SPECIAL RULES

KULOQA

As the most common Ratskin tribe, the Kuloqa are considered to be the most typical examples of their race. Kuloqa gangs use the standard rules for Ratskins outlined in the Outlanders rulebook.

DAPAKKANI

Starting Weapons: As the Dapakkani prefer to shoot their enemies rather than get in close and fight hand-to-hand, each fighter may be equipped with a stub gun at no cost instead of a club, maul or bludgeon. Additional weapons must be paid for as normal.

NASSAQ

Blood Sacrifice: Before any battle, a Nassaq shaman can attempt to appease the Hive spirits by sacrificing any one prisoner. The prisoner's gang must first be given the option of attempting a Rescue Mission. Otherwise the prisoner is killed and, as a result, the Shaman may add +1 to his leadership characteristic for the remainder of the game (up to a maximum of 10). In addition the unholy power emanating from the shaman allows him to cause Fear. All standard rules for Fear apply. Captured Ratskins from other gangs will never be sacrificed by the Nassaq and must be treated in the usual way (exchanged, ransomed back or sold). Spyrs are considered too dangerous to have around and will always be killed instantly. They may never be used as a sacrifice.

ULENNI

Toughness: The Ulenni's natural resilience means that their fighters have a maximum Toughness characteristic of 5 rather than 4. However, the dark and cramped conditions in which they live is quite unsuitable for practicing with missile weapons, consequently an Ulenni fighter may only increase his Ballistic Skill to a maximum of 5 as opposed to 6.

Slave Value: The Ulenni are highly prized as slaves and if sold to the Guilders will fetch their total cost plus a bonus of D6x10 credits (not the usual D6x5).

TRIBAL SKILLS TABLE

KULOQUA		Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave		✓	-	-	-	-	✓	-
Ratskin		✓	✓	-	-	-	✓	-
Shaman		✓	✓	-	-	-	✓	-
Chief		✓	✓	✓	✓	✓	✓	-
DAPAKKANI		Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave		✓	-	-	-	-	✓	-
Ratskin		✓	-	-	-	✓	✓	-
Shaman		✓	-	-	-	✓	✓	✓
Chief		✓	✓	✓	✓	✓	✓	-
NASSAQ		Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave		✓	-	-	-	-	✓	-
Ratskin		✓	-	✓	-	-	✓	-
Shaman		✓	-	✓	✓	-	✓	-
Chief		✓	✓	✓	✓	✓	✓	-
ULENNI		Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave		✓	-	-	-	-	✓	-
Ratskin		✓	-	-	✓	-	✓	-
Shaman		✓	✓	-	✓	-	✓	-
Chief		✓	✓	✓	✓	✓	✓	-

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BEHIND THE MASQUE

Harlequin Tactics

Dramatised by Kevin Bryant

THE PERFORMERS

The Harlequin list is different from most other army lists in that in order to get all the good stuff like Seers and Death Jesters, you need to have so many squads - what a shame! A basic Harlequin is as fast as a Genestealer, more skilled than a Marine and has better leadership than most rank and file Eldar and that is just an ordinary trouper! The most common objection to Harlequins is that they have no armour. So what? When their holosuits are turned on and they are moving at running speed (12" per turn) most opponents suffer -2 to hit.

You should use their superior speed to run between soft cover terrain features each turn giving you opponent a -3 To Hit penalty if he shoots at them while they are in cover or the same penalty if he fires from Overwatch

In addition their dispersed formation gives them a greater resistance to template and sustained fire weapons. I would recommend taking a core of 3 squads of 10 troupers.

ABOVE STAGE

To give some additional protection and fire support to your troupers add a squad of 5 Harlequins on Jetbikes and mount the leader on a Shrieker Jetbike. Equip the squad with chainswords for messy Hand-To-Hand combats and the leader with a Pack Grenade Launcher and Power Axe which he can wield two-handed in hit and run attacks (and makes him look well-hard!). The entire squad should be equippt with Blind Grenades.

Now for the cunning plan. The 5 Harlequins tear up the battle field, the leader letting rip a hail of Shuriken to cover their attack run. Once they reach a convenient spot they lay down a wall of Blind which they can then use as cover and, if it doesn't disperse to quickly, can be used to shield the advance of your remaining troupers. Remember your bikers have holofields too.

DIE LAUGHING

Death Jesters give some much needed fire power to your force and are unerringly accurate. With a Targeter even

WOLFRIK'S BEARDY BIT

If you compare a running Harlequin with a Space Marine you find that their survivability ratings are more or less the same -

An Imperial Guardsman (BS3) armed with a lasgun (S3, save -1) fires from long range at a Space Marine (T4) who is running (8") -

To Hit = 4+ (3 in 6), To Wound = 5+ (2 in 6),
Armour Save = 4+ (fails 3 in 6) = 1 in 12
chance of a kill

The same Guardsman fires at a Harlequin (T3) running (10") from long range -

To Hit = 6+ (1 in 6), To Wound = 4+ (3 in 6)
= 1 in 12 chance of a kill.

However if the Guardsman is firing on Overwatch, the Harlequin is twice as difficult to kill!

To Hit = 7+(1 in 6 X 3 in 6),
To Wound = 4+(3 in 6) = 1 in 24
chance of a kill.

The Marine's probability of eating vacuum is a slightly less impressive 1 in 18...

foes behind hard cover are hit on a 2+. Against heavily armoured opponents such as Terminators and Tyranid Carnifexes the purchase of the *Armour Piercing Ammo* provides you with a single devastating barrage for a mere 5 points.

ME AND MY SHADOW

The only Psykers allowed (if you stick to the Codex anyway) in the Harlequin army are the Shadow Seers. But fear not these Level 4 wielders of the Warp are dead hard! Having only a single Psyker in your army means that the Warp Flux will be rather low but this is balanced by the fact that Eldar (and Harlequin) psychic powers are relatively inexpensive to cast. The powers to look for are Doom, Executioner and either Fortune, Mind war or Eldritch storm (*The Gift of The Laughing God*, *The Gift of Lileath*, *The Gift of Khaine* and *The Gift of Vaul*). Since he is your only Psyker it is best to equip him defensively, although by giving him a Grenade Pack and a Shuriken Catapult he also gives good fire support while your army is advancing.

THE STAR OF THE STAGE

The Great Harlequin is the leader of the troupe and should be equipped for his primary goal which is killing things quickly without breaking his, formidable, stride. By giving him and the Shadow Seer Displacer Fields from the Armour List rather than as Wargear Cards you effectively have an extra card for almost the same cost (24 as opposed to 20). For his primary weapon there is only one choice - The Executioner, this gorgeous piece of hardware will annihilate just about anything!

Or, if you are going up against something particularly solid try a Vortex Grenade. If that isn't a big enough dose of mayhem for you why not pump him up with Combat Drugs - just watch your opponent's face drop when your fearless leader charges 24" and lets rip with 6 Attacks or strides forward 12" and hurls his Vortex grenade a further 12"!

STAGE DIRECTION

Here are some more handy hints -

1. Hide all models at the start of the game even if it means that they start the game further inside your Set Up zone. By doing this you will force your opponent to go onto Overwatch and incurring a further -1 To Hit penalty.
2. Aim to take out weapons that don't need to roll To Hit such as Flamers, Hell Hounds and Mortars. Then make sustained fire weapons your principle target.
3. Try to maintain a dispersed formation as this will reduce your casualties.
4. Don't be afraid to rush full tilt into their guns. Their shots will often be wildly off-target.

TAKE A BOW

The following cast are guaranteed to give a star performance on the battlefield -

Great Harlequin	<i>Displacer Field, Executioner, Combat Drugs, Vortex Grenade.</i>	206 pts
Shadow Seer	<i>Displacer Field, Psychic Hood, Witch Blade, Seer Runes,</i>	295 pts
	<i>Grenade Pack (Frag, Krak, Blind), Shuriken Catapult, Las Pistol.</i>	
2 Death Jesters	<i>Shuriken Cannon, Targeter, 2 Armour Piercing Rounds each.</i>	274 pts
Harlequin Squad		
4 Trouper	<i>Jetbikes, Chainswords, Blind Grenades.</i>	265 pts
Leader	<i>Sbricker Jet Bike, Power Axe, Grenade Pack (Frag, Krak, Blind)</i>	
3 Harlequin	<i>Las Pistol, Power Sword.</i>	960 pts
Squads (10 troupers in each)		
TOTAL		2000 pts

THE ART OF COMBAT FLYING

Karadryel glanced around the interior of the Gray tank as he fastened his restraints. The squad of Howling Banshees, and their fierce-looking Exarch, looked cramped and uncomfortable in the confines of the tank. Even sitting here they looked as though they should be in the process of viciously wiping out the enemies of the Eldar. Their dark masks were disturbing to look upon, and their power swords rested uneasily on their laps.

The Exarch nodded at Karadryel, signalling readiness of the squad, and Karadryel started to power up the tank in preparation for take off. Karadryel had become a highly skilled tank pilot in a relatively short space of time, prior to his current assignment he had been the leader of a jetbike squadron and was no stranger to high-speed assaults.

The Falcon's Grav Engines emitted a high pitched whine as the tank lifted off the ground, and then settled to a quiet hum as it moved forward through the close jungle. Karadryel liked the verdant tranquillity of this world, and cursed the Orkish raiders for disrupting it. The Farsects had declared this planet to be of great importance to the Eldar, so when they had found the Ork hordes plundering its rich resources an attack had been inevitable.

The Falcon picked up speed and hovered briefly above the jungle canopy. Karadryel calmed his mind and concentrated on the task in hand. He primed the Lascannon and accelerated towards the Ork camp. His mission was to deliver his cargo of Banshees behind enemy lines and then provide fire support. Right now he had to worry about anti-aircraft fire.

All was quiet as the Falcon sped towards the rapidly approaching target. Then the jungle to Karadryel's right exploded in a gout of plasma fire. Glancing around, Karadryel spotted the Deathskullz heavy weapons on the top of a nearby cliff. They were blazing away at the Falcon with wild abandon, but some of the shots were getting too close for comfort.

Karadryel banked left and dived below the cover of the canopy. Suddenly he was travelling at high speed through a dark green underworld, punctuated by rapidly approaching tree trunks. In the back of the Falcon a Banshee shouted in alarm as a tree trunk twice as wide as the tank suddenly appeared in front of them. Karadryel forced the Falcon through a series of gut-wrenching turns, swerving left and right, avoiding certain death by mere inches, without even blinking. Glancing at the monitor in front of him he steered to the right and prepared to rise once again.

On the cliff top Nabbitz, leader of the Deathskull Shoaty Boyz, shouldered his heavy Plasma gun and looked down over roof of the jungle.

"Where'd 'e go, boss?" grunted Grabbit, trying not to drop his trusty, and well-rusty, lascannon.

"Dunno," said Nabbitz picking his nose and squinting at the jungle. "I fink we must 'ave 'it 'im. I mean after all, we is Orkzaaaaargh!"

Before Nabbitz had finished his sentence the jungle beneath him burst open and the Falcon spiralled upwards and rocketed over the cliff, nearly decapitating Nabbitz as it did so. As the rest of the squad tried frantically to bring their weapons to bear, the Falcon swung round to face them and halted, hovering a few feet from the ground.

"Waaaargh!" screamed Grabbit before he was torn apart by the Falcon's Lascannon. The other two Orks finally managed to unsling their giant weapons and open fire. Heavy Stubber shells pattered of the Falcon's hull like light rain, Nabbitz's Kustom Blasta belched black smoke and emitted an almost inaudible whine before exploding in a fireball of white heat, taking it's hapless operator with it. Karadryel gunned the engine and sped towards the final Ork.

Screaming in panic, the Ork threw himself out of the path of the speeding tank, and plummeted off the edge of the cliff, to land with nasty splat in the jungle below. Karadryel smiled at the stupidity of the greenskin and sped onwards towards the Ork camp.

He came in low and fast, and was over the camp perimeter before the sentries realised what was happening. Spinning to a halt in the middle of the camp, Karadryel shouted the all clear, and pressed a switch. The bottom of the tank opened up, and the Banshees hit the ground running. As soon as he saw that his cargo had been delivered Karadryel gunned the engine and pulled back to provide covering fire. According to his sensors, three more Falcons were on their way, so he had to take out any heavy weapons which may pose a threat. Looking around he spotted an Ork lugging a missile launcher and primed the lascannon. As the Ork's incinerated body fell to the floor Karadryel was already selecting another target.

The attack was under way

Daniel Drane

Warhammer Quest®

INTO THE WOODS

Wood Elves in Warhammer Quest
by Jonathan Green

'What was that?' Fintan bissed, halting abruptly.

The delicate ears of the Elven party strained to pick up any sound with their heightened sense of bearing. Water dripped steadily from the rocky ceiling of the rough-hewn tunnel into shallow pools on the uneven floor. There was nothing else.

'No, it's gone,' Fintan said.

'What did you hear?' asked Baruch mac Lir.

'It was an animal. Something large.' Fintan peered into the gloom beyond the circle of light cast by the lantern. For a moment he imagined he could see something blacker than the darkness but then it was gone. There was nothing there.

'We'll just have to keep our ears open,' Eber joked, trying to lighten the mood but no-one laughed. The withering of the forest was no laughing matter.

The blackening of the woodlands had first been discovered within a secluded glade on the eastern side of the magical realm from the air by a patrol of Warhawk Riders. On closer inspection from the ground the true extent of the damage and the danger had been seen. All the plants within this one glade had died and weeds had grown up around the bases of the elms around it, as if trying to strangle the life from the trees.

Mages had divined through their scrying pools that the root of the problem, as it were, was a large piece of warpstone that had been dragged from under the mountains to lie under the forest and now its sickening power was taking its toll.

Close to the clearing, Fintan's hand-picked band found the tunnel entrance under a mossy overhang, shrouded with ferns. They had been given the task of entering the Skaven pit and destroying the warpstone while the Kindreds mobilised in case an invasion of the woodlands was launched by the Chaos-ridden ratmen.

The whole place stank of rat. It was a foul smell, full of the promise of disease and plague. Fintan could also sense the presence of the Warpstone, though still a long way off he felt the grip of nausea in the pit of his stomach. The sooner they got rid of the corrupting stuff the better.

'We're getting close,' Anluan said. 'I can feel the rock's dark power.'

The party were now standing at a fork in the tunnel but there was still no sign of the Skaven responsible for its construction. Fintan squinted into the darkness again and this time a faint, bilious green glow met his gaze from the passageway to the right.

'This way,' he said, leading the way still deeper under the forest.

With a roar a thickly-muscled arm like a club swung out of the shadows and smashed into Anluan's body. With a sound like the crack of breaking ribs the mage was hurled against the wall of the tunnel and fell motionless on the bare earth. The rest of the party spun round immediately and Fintan gasped as the light from his lantern was reflected in the red eyes of the towering, mutated beast before them. Snorting, the Rat Ogre stomped towards the intruders, determined to taste Wood Elf flesh.

Have you ever thought of including Wood Elf dungeons in your games of Warhammer Quest? You don't normally think of dungeons inhabited by Wood Elves, do you? Well of course you don't. Wood Elves live in their leafy arbours in the magical realm of Athel Loren. They do not build castles of stone or dig endless tunnels under the earth as certain other races do. Of course you'd expect to find buried Dwarf strongholds and Skaven lairs by the dozen. Orc and Goblin warrens are two a penny and adventurers even stumble across forgotten shrines to the Chaos Gods every so often, but Wood Elves...?

But why not? I think underground environments within the Forest of Loren would fall into two categories. Firstly, there are the more conventional ones that I have already mentioned. The tribes of men that once roamed what is now the Kingdom of Bretonnia and other races, such as the green-skinned Orcs, have all buried their dead beneath great cairns and barrows within the boundaries of Athel Loren in the past. Before the great War of Beard, Dwarfs carved massive halls from the rock of the Grey Mountains, the foothills of which come within the pine wooded limits of the Elven realm.

Of course most of these intrusions are only ever found on the edges of the Wood Elves home. The children of the Horned Rat, however, have driven tunnels actually under the roots of the forest in an attempt to destroy this great source of natural purity. And who knows what dark temples dedicated to the unspeakable Gods of Chaos lie buried deep beneath the woodland glades?

Then secondly, there are the more unusual creations of the Wood Elves themselves. In the history of the Wood Elves, Orion and Ariel were found changed into the divine aspects of Kurnous and Isha actually inside the massive Oak of Ages, which had tunnels and chambers within the living wood. Some of the trees of the Forest of Loren are truly awesome in size, taking an age to walk around the certainly big enough to house mysterious temples of living wood, inhabited by Dryads and other forest creatures. Where the forest is particularly dense, small clearings and the tracks between them might become surrounded by virtually impenetrable walls of vegetation, with branches forming domes over the glades and turning the pathways into tunnels through the trees. The mages of the Wood Elf kindreds also practice the peculiar art of 'tree singing', by which they are able to shape the growth of the trees to form galleries, vaults and even cities. Surely this fact alone offers great scope for potential 'dungeons' of a Wood Elf nature.

As well as using the trees to provide themselves with interior shrines and habitations the Wood Elves have also made use of the rest of the terrain of Athel Loren. Waterfalls and natural caves also act as focuses of magical energy and holy places while great clefts in the rocky escarpments that dominate the Pine Crags glades and the cliff-tops surrounding the great Chasm Glade of the Forest Dragons also provide shelter for ancient treasures and resting places for heroes of old.

These two styles of 'dungeon' within the Forest of Loren would also create two different styles of party to explore them. The first, involving burial mounds and underground complexes created by other races, would demand an all Elven party (ideally all Wood Elves) whose mission it would be either to cleanse the magical realm of the presence of evil or explore abandoned tunnels in search of treasures or forgotten knowledge.

The second style of party would be the more conventional one, although it would probably have to exclude any Elven characters (at least Wood Elves anyway). Groups of any other make-up, from bands of disparate characters to those of only one type, as suggested by Andy Jones in his article 'Well Met!' in White Dwarf 194, would then be able to venture beyond the boundary stone markers of Athel Loren in an attempt to reach the secret places of the Wood Elves before being discovered by the forest's Waywatchers or Glade Riders.

However, one more possible band does present itself. That of an all Wood Elf party taking on a Wood Elf dungeon. But how could this be? I hear you cry. Well my reasoning is as follows. The Wood Elves are a very spiritual race and dedicated to improving their combat skills so as to be always ready to defend their forest home from incursions by other races. To be at the peak of physical fitness and fighting prowess requires constant training and mock battles. For this to take place there must be testing grounds within the glades and groves of Loren. For example, what if to become a fully-fledged Wardancer a challenging test had to be passed? This could form the basis of such an adventure for an all Wardancer party.

In this case you might like to include modified rules so that any characters reduced to zero wounds are not actually 'killed' but have merely failed in their test and are removed from the dungeon to receive the healing ministrations of the mages. Alternatively, maybe such a challenge would be a way of whittling out the weak where no mercy would be shown and no quarter given: those Wood Elves who died on such a mission would be considered to have been sacrificed to the forest to help it continue to grow thick and strong.

Of course the Wardancer from the Warrior pack supplement is already a champion of Loren and need not undergo such a test. If you decided to play this adventure you have several different options. You could either play with the Wardancer from the Warrior pack as it stands or adapt the rules so that he is not armed with the twin swords of Orion yet, or may not use the Dance of Death Special Skill. Alternatively you could play this adventure with a party of normal Elves, the point being that they are undertaking this trial to become Wardancers.

It would be easy to come up with other combinations for the various troop types presented in the Warhammer Armies - Wood Elves book. With a little work you could convert Scouts, Glade Guards and Archers, or even Wood Elf Mages, into characters like those presented in the numerous Warrior packs that supplement the Warhammer Quest game.

Of course, using Wood Elves as the source of your dungeons in Warhammer Quest does require a rather large leap of the imagination. Richard Wright's fantastically painted board pieces are fine for crumbling tombs, Dwarf hawks, Skaven tunnels and the like but they look absolutely nothing like passageways of living vegetable matter. If you are going to send your Warriors into the depths of Athel Loren in search of riches and glory you are either going to have to make our own more appropriate board sections or put up with what you've got and suspend your disbelief just that little bit further. but let's face it, that shouldn't be a problem - it's what we do every time we play a game set anywhere in the Warhammer world, or universe come to that. And once you've gone that far it's not hard to imagine that the daemonic statue in the Idol Chamber is actually a representation of one of the Elven gods within a flowery glade. In my way of thinking, it's the theme behind the piece that is important and not what the section itself looks like.



THE WARRIOR'S OF LOREN

Flicking through the Roleplay Book from the Warhammer Quest game you may have noticed that the Wood Elves are not included in the monster lists. Quite rightly so as it is only the creatures of darkness and the evil races that are listed there. However, this did mean that before I could set my adventurers against the forces of the King and Queen in the Wood I was first going to have to alter the Wood Elves statistics from those from Warhammer Fantasy Battle, as presented in the army book, to those suitable for Warhammer Quest.

To do this I referred to a combination of the Roleplay Book, the Wood Elves army book and Ian Pickstock's article 'Creatures of Darkness' in White Dwarf 188. This article helped me in particular as in it Ian set about converting his Dark Elf hordes into opponents to be used in his Warhammer Quest games and provided me with some useful tips and pointers.

The majority of the Wood Elves' profiles did not need adapting: Movement, Weapon skill, Strength, Toughness, Initiative and Attacks all stay the same. However, I still needed to alter the Ballistic Skill and Wounds scores. To find the right Ballistic Skill for each troop type I looked up what they needed to hit on the Warhammer quick reference table and noted down the dice roll that had to be made. So a Waywatcher with a BS of 5 in Warhammer has a BS of 2+ in Warhammer Quest, and a Treeman's Warhammer BS of 3 becomes 4+ for Warhammer Quest.

Wounds took a little more working out as ultimately, the number of wounds creatures had would affect the balance of the game. Comparison was the name of the game as I compared the troop types in the Wood Elf Bestiary with creatures of similar size and nature in the monster lists in the Roleplay Book. Along with a bit of juggling of scores to give the necessary balance in this way I was able to come up with profiles for Wood Elves and their allied monsters that could be used in a game of Warhammer Quest.

I should stress here that this is only how I set about converting the characters and creatures in the Wood Elf Bestiary and is by no means prescriptive of how you should do it. If there is something that I have done that you disagree with, change it when you come to use it in your own games.

Gold totals were easy to work out using the method explained by Ian Pickstock in 'Creatures of Darkness': the relevant creatures' Warhammer points values were multiplied by ten. I was now almost ready to take my Warriors literally into the wood in search of even more fabulous secrets and to confront yet more perilous opponents.

SWORD FODDER

Although most of the dungeons set in the Forest of Loren would use the Objective Room Monster Table from the Warhammer Quest Adventure Book, those of the Wood Elves would require something a little different, after all you won't find half a dozen Orcs running around a shrine dedicated to Isha - at least not for long. It was necessary to create a specific Wood Elf Objective Room Monster Table. To do this I picked out the most commonly occurring troop types from the Wood Elf Bestiary and grouped them so as to provide a variety of different encounters for the Warriors' final battle of a quest. While I was about it I decided to design a table even more specifically suited to my idea of Wardancer hopefuls undergoing a trial to prove their abilities.

To see which sylvan creatures, or otherwise, defend the objective room, roll 1D6 on one of the tables below during the Monsters' Phase, instead of taking an Event Card.

WOOD ELF OBJECTIVE ROOM MONSTER TABLE

D6	ENCOUNTER
1	6 Glade Guards and 6 Archers
2	1D6 Wardancers and 4 Scouts
3	1 Mage, 1 Unicorn and 4 Glade Guards
4	2 Dryads and 4 Wardancers
5	1 Dryad, 1D6+2 Glade Guards, 1D6 Archers
6	6 Wardancers and 4 Archers

WARDANCER TRIAL OBJECTIVE ROOM MONSTER TABLE

D6	ENCOUNTER
1	3 Dryads, 4 Archers and 1D6 Glade Guards
2	2 Dryads, 4 Waywatchers and 2 Scouts
3	5 Dryads
4	1 Mage, 6 Archers and 1D6+2 Glade Guards
5	1 Wood Elf Champion and 8 Scouts
6	2 Waywatchers, 6 Scouts and 1D6 Archers

WOOD ELF QUICK REFERENCE TABLE

Race/Type	M	WS	BS	S	T	W	I	A	Arm	Dam.	No.	Gold
Glade Guard	5	4	3+	3	3	6	6	1	1	1	1D6	90
Archer	5	4	3+	3	3	6	6	1	-	1	1D6	110
Scout	5	5	2+	3	3	6	6	1	-	1	1D6	160
Waywatcher	5	5	2+	3	3	8	6	1	-	1	4	180
Wardancer	5	5	2+	3	3	12	6	1	-	1	4	200
Wardancer Champion	5	6	1+	4	3	20	7	2	-	2	1	600
Dryad	5	4	4+	4	4	15	4	2	-	1	2	350
Wood Elf Champion	5	5	2+	4	3	14	7	2	2	2	1	480
Wood Elf Hero	5	6	1+	4	4	25	8	3	3	2	1	1040
Mage	5	4	3+	3	4	12	7	1	-	1	1	590
Mage Champion	5	4	3+	4	4	20	7	1	-	2	1	1210
Unicorn	9	5	-	4	4	30	1	2	-	2	1	900
Treeman	6	8	4+	6	7	60	2	4	6	3	1	2800
Forest Dragon	6	6	-	6	6	74	8	7	6	6	1	4500

The Wood Elf Quick Reference Monster Table can be used alongside the Objective Room Tables or to give you an idea of some of the other creatures you might want to include in your forest glade-based adventures. Of course I have not included all the characters you might want to use from the Wood Elves army book and some of the monsters listed above would only ever be confronted by Warriors of higher Battle Levels. But at least the table gives you an idea of what you might like to do yourself. As I said before, if there's anything you don't like or agree with, change it!

If you are going to use your Wood Elf creations in an advanced game of Warhammer Quest you will also have to consider any special rules that accompany them. The comprehensive list of Monsters' Special Rules in the Roleplay book covers almost anything you might need. The basic profile of skills listed for a Dragon could be taken exactly as shown for the Forest Dragon, magic Resistance would obviously apply to the Wood elf Mages and Unicorns, while Dryads would have the Ambush, Magic skill with a rating of 5+. However, there are likely to be some very specific rules which are not covered in the Roleplay book which you will have to adapt from the Wood Elves army book. For example, Waywatchers are masters of woodcraft and are especially adept at setting traps within their woodlands to snare the unwary. Likewise, Wardancers are protected by the magical spirals that are daubed on their bodies in Talismanic War Paint.

SECRETS OF THE FOREST

To really create the right atmosphere for our forest explorations you could create your own deck of Event cards specifically for Wood Elves, as Ian Pickstock did for his Dark Elf army (see White Dwarf 188). Alternatively, if you are playing the advanced game you might prefer to make your own Events Table. This is what I did and you can see the result below. To use the table, whenever you turn over an Event Card that has an 'E' in the top corners, ignore the instructions printed there and instead roll a D66 on the Events Table and apply the results. Warriors do not receive a Treasure Card for completing one of these Events unless the instructions specifically say so. My table is not an exhaustive list, it merely gives you an idea of what you could do. If you use it add some events or remove others as you see fit.

FOREST EVENTS TABLE

11-12 TREACHEROUS ROOTS

Thick roots suddenly burst through the floor of the tunnel catching the Warriors unawares and tripping several of them up. Roll 1D6 for each Warrior on the following table:

- | | |
|-----|---|
| 1-2 | The Warrior avoids being tripped up. |
| 3-5 | The roots tangle themselves around the Warrior bringing him crashing to the ground. He takes D3 Wounds. |
| 6 | The Warrior is tripped up, taking D3 Wounds and sprains his ankle in the process, reducing his Move by -1 for the rest of the game. |

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

13-14 HERBAL LORE

Growing here is an extremely rare but potent healing herb. There are enough sprigs for each Warrior in the party to use the plant which heals 2D6 Wounds.

Draw another Event Card immediately

15-16 ENCOUNTER: SKAVEN TUNNEL

As the Warriors continue on their way, suddenly part of one wall collapses, revealing the entrance to a dark tunnel. At once 1D6+4 Skaven pour out of the hole and attack the Warriors. The children of the Horned Rat have managed to infiltrate the Forest of Loren undetected and now the party must deal with the Skaven menace.

21-22 WHISPERING LEAVES

The Warriors suddenly become aware of an eerie whispering, like the sound of the breeze blowing through leafy branches. It is almost as if the trees are alerting the Wood Elves to the presence of the party. Roll 1D6 on the following table:

- | | |
|-----|--|
| 1-2 | The Warriors continue on their way undisturbed |
| 3-4 | Draw another Event Card immediately |
| 5-6 | Draw two Event Cards immediately! |

23-24 TRAP: SPIKES

The Wood Elves have scattered pieces of long thorns on the floor, concealed under a layer of ferns. These cause 1/2D6 Wounds on every Warrior in the party.

Roll 1d6. On a score of 1, 2 or 3 draw another Event Card immediately.

25-26 FUNNY FUNGUS

Suddenly a cluster of peculiarly-coloured puffball mushrooms release their spores into the air. Roll 1D6 for each Warrior on the following table:

- | | |
|-----|--|
| 1-2 | The Warrior holds his breath and suffers no ill-effects from the spores. |
| 3-4 | The Warrior's Strength is reduced by -1 for the next 1D6 turns. |
| 5 | The Warrior's to hit rolls are reduced by -1 for the rest of the adventure and his Strength is reduced by -1 for the next 1D6 turns. |
| 6 | The Warrior suffers 1D6 Wounds, with no modifiers for Toughness or armour. |

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

31-32 ENCOUNTER: TRESPASSER

The party come upon another adventurer who has entered the Elven realm in order to steal its secrets. He is glad to see some other non-Elven folk and tells the Warriors what he knows about the dungeon. Roll 1D6 on the following table:

- | | |
|-----|---|
| 1-3 | What he tells the party is in fact rubbish and while talking has pickpocketed one random item of treasure from one of the Warriors (use the counters to determine which one). |
| 4-6 | The Trespasser tells the Warriors what awaits them in the next room. They may not be surprised and can decide how to deal with the encounter before entering the room. |

33-34 TRAP: NETS

Roll 1D6 for each Warrior. The two Warriors with the lowest scores are caught in entangling nets that fall from the roof of the chamber. Those trapped must roll less than their Strength on 1D6 to break free and fight this turn otherwise they are unable to make any attacks in hand-to-hand combat until their companions are able to free them. If the others are involved in a fight they will not be able to free their friends until they have defeated all their opponents.

Draw another Event Card immediately.



35-36 CREEPY CRAWLIES

A mass of beetles, centipedes and grubs crawl out of the wood and leaf-litter and find their way inside the clothes of one of the party (randomly determine which one). The creatures are so small that the Warrior cannot fight them. Instead he must reduce his to hit by -1 for the next 2D6 turns while he is distracted by the creepy crawlies wiggling around inside his clothes!

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

41-42 THE CHARM OF ARIEL

The Warriors hear beautiful singing, drifting to them through the trees. Roll 1D6 for each Warrior. The one with the lowest score is hypnotised by the lilting voice and follows it, becoming separated from the rest of the party. This Warrior is now out of the game for the next 1D6 turns when his friends will find him again in the next board section they enter. He has no memory of where he has been or what has happened to him during his absence, but is mysteriously revitalized and back up to full Wounds.

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

43-44 ELVEN RUNES

Delicately inscribed on one wall in natural plant dyes is a message in Elven runes. Roll 1D6 for each Warrior. A score of 5 or 6 means that they are able to translate the inscription (Elven characters need not roll, they can read the message anyway). It is a spell to open a secret doorway to a deeper part of the dungeon. If the Warriors decide to go this way, take them straight to the Objective Room.

If not, roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

45-46 TRAP: CAMOUFLAGED PIT

Roll 1D6 for each Warrior. The Warrior with the lowest score falls into a hidden pit, taking 3D6 Wounds as he lands on the sharpened stakes at the bottom. He can only escape by means of a rope or Levitate spell.

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

51-52 HIDDEN TREASURE

The floor around the Warriors is littered with dead leaves. Under the debris is something bright and sparkling. Roll 1D6:

- | | |
|-----|--|
| 1-2 | Each Warrior on this board section finds (1D6x10) gold.
Draw another Event Card immediately. |
| 3-4 | Each Warrior on this board section finds (2D6x10) gold.
Draw another Event Card immediately. |
| 5-6 | Each Warrior on this board sections finds (2D6x10) gold.
In addition, each draws one Treasure Card. |

53-54 SPRITES

The Warriors are suddenly set upon by a swarm of Sprites, tiny winged woodland creatures who have made their home here within the dungeon. The Sprites do 1D6 Wounds damage to each of the party that he has already rid the dungeon of many of its guardians. When the Warriors enter the next board section roll 1D6. On a roll of 1, 2 or 3 any monsters they have to face are already dead.

55-56 QUESTING KNIGHT

The Warriors meet a Knight of Bretonnia who is on a personal quest to find the Grail itself. He tells the party that he has already rid the dungeon of many of its guardians. When the Warriors enter the next board section roll D6. On a roll of 1, 2 or 3 any monsters that they would have to face in this section are already dead.

61-62 TRAP: IMPALER

Roll 1D6 for each Warrior. The Warrior with the lowest score has triggered a trap, causing a huge concealed spike to spring out. Roll 1D6 on the following table:

- | | |
|-----|--|
| 1-3 | The spike impales him, inflicting 5D6 Wounds. |
| 4-6 | The spike strikes the Warrior a glancing blow, causing 2D6 Wounds. |

Roll 1D6. On a score of 1, 2 or 3 draw another Event Card immediately.

63-64 THE SPIRIT OF THE TREES

Once all the Warriors have entered this board section, a screen of branches suddenly closes off the way they just came. There is no way back through. However, another opening has appeared somewhere else as an alternative way out into new, unexplored areas of the dungeon.

Draw another Event card immediately.

65-66 THE WRATH OF ORION

The Warriors hear a bellowing roar echoing through the tunnels which is then joined by a furious barking. Suddenly a pack of savage baying hounds appears in front of the party. There are 1D+6 dogs each of which has the following profile:

	M	WS	BS	S	T	W	I	A	Arm.	Dam	No	Gold
Baying Hound	5	4	-	4	3	6	3	1		1	2D6	50

Draw another Event Card immediately. If the Warriors then find themselves confronting Wood Elves, two more will appear in addition to the amount stated on the card

WOODLAND ADVENTURES

Using the Objective Rooms from the basic Warhammer quest boxed set I have designed my own adventures based around the magical realm of Athel Loren. These fall into two camps: they are either more traditional dungeons to be explored by all Elven parties or are the secret places of the Wood Elves themselves, to be looted by non-Elven gangs (with one exception). It must be said that these are my own ideas for adventures which you can use as they are, alter to include monsters from your own collection, or just provide inspiration for you to make up your own. For example, *Revenge of the Liche* could easily be played as more a Revenge of the Sorcerer with a Chaos Sorcerer as the main adversary calling Daemons to aid him.

PROTECT THE REALM

These adventures are designed to be played by a band of Elven Warriors. Even if you restrict your party to being made up of this one race it is still possible to provide a balance between fighters, wizards and healers (see Andy Jones' "Well Met!" article in White Dwarf 194).

STOP THE ROT

The evil Skaven have secreted a lump of warpstone in their tunnels under the Forest of Loren. As a result of the corrupting influence of the rock the woodlands above are starting to die, weakening the natural magic of the Wood Elf realm. The warpstone boulder must be found and destroyed.

SPECIAL RULES

the party takes with them a scroll on which is written a powerful spell of purification. Make a note of which Warrior is carrying it. If this Warrior is killed, the scroll is lost and the Wood Elves will not be able to complete their mission.

THE FIGHTING PIT

The warpstone is in the fighting pit. However, before the Warriors can attempt to destroy it they must first defeat its guards. there are 1D6+6 Skaven in the room as well as a Rat Ogre that has been put there to stop anyone destroying the rock. Place all the Skaven according to the normal rules for setting up Monsters, but place the Rat Ogre in front of the gate in the pit (the warpstone is hidden behind it). It will not join in the fight, unless forced to, until half the Skaven have been killed.

If you have a copy of White Dwarf 195, you could use *Quirrick's Laboratory* from the card section instead of the Fighting Pit. In this case, the Warpfire Generator would be the source of the warpstone and the Rat Ogre would stand in front of it.

Once the warpstone's guardians are dead the Wood Elves may try to destroy it. To do so a Warrior must read the scroll to cast the spell. That Warrior then rolls 1D6. On a roll of 1, 2 or 3 he does not have the necessary willpower to overcome the evil power of the warpstone and loses 1D6 Wounds. In the time that it has taken to read the spell 1D6 Skaven have come running from their tunnels, hearing the sounds of battle, and must be overcome before the next Warrior can try to cast the spell of purification. A Warrior can try reading the spell again but only once at the others in the party have tried and failed.

On a roll of 4, 5 or 6 the Warrior succeeds in casting the spell and the warpstone explodes, each Warrior taking 1D6 Wounds in the process. The forest is safe once more. The surviving Wood Elves are rewarded with a treasure by the King and Queen in the Wood. Take a Treasure Card for each Warrior.

REVENGE OF THE LICHE

Not long ago the black hearted Necromancer Lord Laskar noircouer of quenelles attempted to raise an army of the Undead from the burial mounds lying within the boundaries of the Forest of Loren. His plans were thwarted by the Master Mage, Medb Tormalin and her Guardians of the Cairns but the damage had already been done.

Only a few days after the Blackheart's army had been routed skeletons began to appear again within the woodlands although the Necromancer was definitely gone. The disturbances have mainly been situated around the glade where Laskar had carried out his blasphemous rite.

The Wood Elf party has been sent to the glade to find out what is going on. It is the dead of night and there is no sign of any restless dead. Before them lies the black, gaping entrance to an ancient barrow. The secret of the cairn glade must lie within....

SPECIAL RULES

The barrow is guarded by Undead and so has its own *Tomb Chamber Monster Table*. The details for these monsters can be found in the Warhammer Quest Roleplay Book.

TOMB CHAMBER MONSTER TABLE

1	1D6+6 Skeletons and 6 Giant Bats
2	6 Zombies, 6 Skeletons and 6 Giant Spiders
3	1D6+6 Zombies, 1D6+2 Giant Spiders and 1D6+2 Giant Bats
4	6 Ghouls, 6 Giant Rats and 3 Wights
5	4 Wights, 6 Zombies and 1D6+6 Skeletons
6	6 Wights

If you have the Catacombs of Terror supplement you could use the Undead Event Cards and its Monster Table to generate the Warriors opponents.

THE TOMB CHAMBER

Roll on the *Tomb Chamber Monster Table* to determine what Monsters are guarding the tomb chamber.

If you have Catacombs of Terror you could substitute the Dread King's Throne Room for the Tomb Chamber.

Once the Undead in the room are defeated the source of the evil reveals itself. Laskar Noircouer's meddling has awoken a powerful Liche - De Glanville - from his sleep of centuries and thanks to the Blackheart's dark necromancy the horror is ready to take his revenge on those who destroyed him and buried him here. Place the Liche next to the tomb chamber. The Warriors must fight him.

After the first turn of battle with De Glanville, if the Liche is still alive he calls other corpses from the barrow to aid him. Roll on the *Tomb Chamber Monster Table* again. These monsters must be killed before the party can attack De Glanville again. Once the Liche is destroyed the dark spell is broken and the dead remain in their graves while the Warriors leave the tomb unhindered.

In the tomb chamber the Warriors each find 1D6x100 gold.

ARACHNOphobia

The Elf-paths through the Forest of Loren are becoming closed off by the webs of venomous Giant Spiders. The party has discovered their source, a great rift in the bottom of a chasm close to the foothills of the Grey Mountains. Entering the darkness the Warriors prepare to solve the mystery of the Spiders of Loren.

THE FIRECHASM

The Giant Spiders have been willed to take over the forest by a Dark Elf Sorceress Champion who is using them to effectively besiege the Wood Elves within their woodland homes. The way will then be ready for a mighty Dark Elf army to invade the forest from underground. At this moment tunnels are being linked up all the way as far as the Great Ocean.

In the firechasm room are 12 Giant Spiders, the Dark Elf Sorceress and her personal bodyguard of 4 Dark Elf Warriors. Place all the Spiders on the near side of the chamber and the Dark Elf Warriors on the other side of the rope bridge. The Sorceress stands next to the Dragon statue.

The party must kill all the Spiders before they can attempt to cross the bridge. The rules from the Warhammer Quest Adventure Book apply here.

Once the Wood Elves have crossed safely, or otherwise, the Dark Elves attack. From now on the Sorceress also starts casting spells (The rules for Dark Elf Magic are on page 96 of the Roleplay Book). As soon as the Sorceress is dead the chamber starts to cave-in. The Warriors must escape within 2 turns of killing the Sorceress as after this point the roof falls in, killing any Warriors still inside. However, the Dark Elf army's tunnels also flood with molten lava, so disposing neatly of that problem. Each surviving Warrior managed to take 1D6x50 gold from the Dragon's Hoard.

INTO THE FOREST

The following set of adventures are all set within Athel Loren itself, with some of the 'dungeons' constructed from connecting glades, within the massive ancient oaks of the forest or situated at places of great natural magic.

BEHIND THE WATER

The party have heard rumours of a fabulous treasure hidden within a network of caves lying behind a waterfall within the forest. So far the Warriors have managed to avoid the attentions of the Wood Elf Waywatchers and Scouts but conflict will soon be inevitable as the folk of Athel Loren do not take kindly to trespassers within their realm.

THE FOUNTAIN OF LIGHT

When the Warriors enter the Objective Room, consult the *Wood Elf Objective Room Monster Table* to see which creatures are in it. When they are defeated the Warriors may claim the fabulous treasures the fountain room contains. Take one Treasure Card for each member of the party.

However the true treasure is the water in the fountain itself. Any Warrior who drinks from the fountain must roll 1D6.

- 1-2 The water heals 1D6+1 Wounds.
- 3-4 The Warrior is restored to full Wounds and if he is a Wizard, restore him up to his original quota of Power Tokens.
- 5 The Warrior is restored to full Wounds and his Toughness is increased by +1.
- 6 The Warrior is restored to full Wounds and his Strength is increased by +1

Before the party can leave the caves safely they must fight the other guardians of the shrine. Roll on the *Wood Elf Objective Room Table* again. These creatures must be defeated before the adventure can be over.

TOMB OF THE PROTECTOR

A massive Orc army is on the verge of over-running the walled town of Parravon in Bretonnia. Legend tells of a mighty Orc-slaying sword once wielded by the Wood Elf Hero, Diuran the Protector and if the duke of Parravon could lead his forces into battle against the greenskin horde this magical weapon the day might yet be saved. But the Protector died over three hundred years ago and was buried within a tomb inside a massive oak in the Forest of Loren. The Warriors must penetrate the forest, enter the ancient oak, find the tomb and claim the sword, Orcslayer.

THE TOMB CHAMBER

Roll on the *Wood Elf Objective Room Monster Table* to find out what protects the tomb of Diuran.

Once all the forest guardians are dead the Warriors can break open the tomb and take the sword. However, the Protector's ghost will not let an unworthy Warrior wield the magnificent blade. Any Warrior who tries to take the sword must roll 1D6. On a roll of 1, 2 or 3 Diuran judges the Warrior unworthy and curses him. He must immediately lose 1D6+6 Wounds. Each Warrior can try to take the weapon but if the ghost curses him he may not try again, even if he is still alive.

On a roll of 4, 5 or 6 the Warrior takes the sword and instantly feels revitalised, recovering 1D6+6 Wounds. That Warrior now possesses the magical sword Orcslayer.

ORCSLAYER

Forged in bronze by the weapon smiths of Loren this ancient sword is imbued with spells so that it lusts after Orc blood.

While using this sword a Warrior gets +1 Strength. However, if he is in battle with Orcs or Goblins he also gets +1 Attacks and +1 to hit.

The rest of the party may take 1D6 x 50 gold from Diuran's tomb before returning to the outside world through the cleft in the tree which opens behind the Protector's casket.

THE COUNCIL OF TREES

The old Duke of Aquitaine is dead and having no heirs, his title passes to a distant cousin from a side of the family long-separated from the rest of the family. Messengers are sent throughout the kingdom to find the misplaced relative. Eventually they return but with two claimants to the dukedom. Both seem to be able to prove that he is the rightful heir but who is the true claimant and who the impostor?

The Duke of Aquitaine's wizard adviser knows of only one way to solve the dispute: a band of brave adventurers must enter the Forest of Loren and seek out the Treeman Barark who, it is said, is the most knowledgeable being in all of Bretonnia.

THE IDOL CHAMBER

Barark's glade within the magical forest is guarded by six Dryads known as the Sisters of the Oak. They must be defeated before the Warriors can pose their question as to who is the rightful heir to Aquitaine to the ancient Treeman. (If you have a Treeman model you can place it on top of the idol on the board section).

Barark has been alive for centuries and is as wise as he is old. Over the long years he has seen many changes within the realm of Athel Loren and the Kingdom of Bretonnia. Once the Dryads are dead he will awake and answer the party's question. He will then fall into a deep sleep again and cannot be asked anything else.

When the Warriors return with the knowledge of who is the true claimant and who the impostor the new, rightful Duke of Aquitaine rewards them well. Each Warrior rolls 1D6. On a roll of 1, 2 or 3 he gets 1D6 x 100 gold. On a roll of 4, 5 or 6 he receives a treasure from the coffers of Aquitaine: take one Treasure Card.

TRIAL OF THE WARDANCERS

This adventure fits into neither of the two sections above alone as it actually fits into both. In it an all Wood Elf band takes on a Wood Elf 'dungeon'. Ideally only Wardancers should be used for the party but you could easily exchange them for Waywatchers, Scouts or Archers and adjust the title of the adventure accordingly. The important thing, however, is that the party is all of one troop type. Do not mix Wardancers with Archers, for example.

Before they can be admitted to the hallowed troupe of the Blessed Grove the Wardancer party must survive the challenge of the Ancient Oak. When ready, they enter the vast tree through a cleft in its side.

SPECIAL RULES

The first dungeon room that the Warriors enter contains a shrine to Isha, the Earth Mother. On an ivy-covered altar are amulets in the form of the goddess's sacred symbols. Each Warrior may take one of these amulets if they wish.

If you want, for just this one adventure, you can say that any Warrior killed within the oak is not actually dead but merely unconscious and has failed the test. Likewise, opponents reduced to zero Wounds are not dead but just knocked out for this adventure.

THE FOUNTAIN OF LIGHT

Roll on the *Wardancer Trial Objective Room Monster Table* to see which forest-dwellers the party must face in the fountain room.

When all their opponents have been defeated, the Wardancers cannot pass the test until each of them places an amulet from Isha's shrine in the fountain. Any who fail to do so will not be admitted to the Blessed Grove troupe. Those who do, shall and may take a treasure from the shrine in the Objective Room. Each Wardancer that passes the trial can take one Treasure Card.

CONCLUSION

Well that's how I tackled the task of including Wood Elves in Warhammer Quest. I hope that the Objective Room Monster Tables, Random Events Tables and Adventures have given you the urge to do the same. You might even want to play through a few of the missions printed here or at least now have plenty of ideas to create your own. Alternatively, you could have a go at doing the same for your own favourite race. Remember, it's a big bad world out there!

The Pit Fighter stepped boldly into the chamber, his lantern held aloft ahead of him. Ulrich Ironfist caught his breath, awestruck, at the scene before him. This was a world away from the brawling pits of Nuln. The wonder of the place surpassed anything that he had ever seen, even within the forest itself thus far.

The walls of the vast chamber glowed with a faint green light, tapering towards the ceiling and disappearing into the distant gloom. The light from his lantern reflected off the water cascading from the fountain, itself beautifully sculpted from living branches, making it appear as if the finest cut diamonds gushed from the heart of the oak. He could hardly believe the fountain room existed within the depths of one tree.

'By all the gods,' gasped Johannes Bors, gripping his Holy book tightly to his breastplated chest. 'If I had not seen it with my own eyes....'

'I don't like it,' muttered the Trollslayer, gruffly. 'I don't trust Elves.'

'Do not be foolish my spiky-haired friend,' chided Gustav Liebermann. 'Whatever dangers could there be amid such beauty as this?'

'What about that?' grunted Ironfist, pointing at the walls of the fountain room with his blood-stained spike.

Emerging from the wood as if it was water were unsettling female forms, but these were no Wood Elves. Their skin was brown in colour, rough and pitted like bark. They were naked but their long green hair protected their modesty. These strange tree-women were alluring and yet unnerving at the same time. Then the sylvan spirits saw the party.

With a screeching, high-pitched scream, one of the Dryads pointed at the Warriors with an accusing finger. The others took up the cry and instantly their bodies changed. Fine delicate bands stretched into great claws and their faces transformed from those beautiful, Elf-like women into those of hideous bags.

And Ironfist was suddenly aware of another sound accompanying the screams of the Dryads, a bass roaring, as the Trollslayer charged into battle, his mighty Rune Axe raised above his head, yelling his Dwarfish war-cry. Ironfist and the proud nobleman followed while with a mumbled prayer to Sigmar, the Warrior Priest also took up his Warhammer and strode into the fray.



THE OVER 4000 RETIREMENT PLAN

What to do when your gang's too big for its boots

by Andy Kettlewell

I've been playing Necromunda since the Delaque models were released, and after fighting through the Hive for almost a year, my gang has grown to a rating of 3489. I am very happy that they are doing so well but they are beginning to get to the stage when nobody really wants to play against them. This is mainly because the gang is now about the size of a small army and they are all good fighters, with the exception of that Juve that always gets shot (there's always one)!

In Outlanders it suggests that gangs which reach a gang rating of 4000 points should think about retiring as they are so big that you may as well field them in a game of Warhammer 40,000! This seems a shame when I think of the years of effort I have put in to my gang to make them the group of good, upstanding 'citizens' they are today. I know each member by name and I've trained them and looked after them and raised them from when they were all Juves, why should I give them up? However there comes a time in a gang's life when it has grown too big for its boots. When a gang reaches this point it is normally a good idea to retire them, no matter how much it breaks your heart to let them go. The biggest problem is when your gang rating gets close to 3999 and you are planning your next, and probably last, game. Do you want your last game to be a cowardly bit and run against a smaller gang, or a scavengers scenario when you already have more money than you know what to do with? Not a chance, when my gang goes into retirement, it's going out with a bang.

A PARTY WITH FIREWORKS

The retirement of a gang should be a big affair, after all you have been playing with it for a long time. Your last game should be a huge gang fight more on the scale of Warhammer 40,000 than Necromunda.

The first thing you should do is sit down with your friends and plan your scenario. For the scenario you have to decide how you want your gang to be remembered for all time. If you have a particularly violent gang then you should be thinking about storming the Planetary Governor's personal palace or attacking an Imperial landing pad in the hope of capturing a space ship! If your gang has hired a few Wyrdz then maybe the Inquisition has detected their dangerous psychic activity and sent one of their number to eliminate them, and all those tainted by association with them! The options are unlimited. If you are very sure that this will be your last battle you could even include your gang in a Warhammer 40,000 game!

I WANT ALL MY FRIENDS TO BE THERE

The most important thing to do is involve other people. Don't just play against one person, design a scenario that involves three or four people all using their own gangs, or other troops.

Some time ago, (cue nostalgic music), one of my friend's gangs was nearing retirement age and we persuaded him that his next game should be his last. As his Orlock gang was the most successful by far it was universally disliked. So we thought of a scenario that involved everyone else's gang laying siege to the Orlock's main hideout. Now this was a scenario in itself but the planetary governor's troops were added to help the Orlocks so that a friend, who didn't own a gang, could play. The sides were not balanced and the rules for watch towers and scaling fortress walls were made up on the day, but it was the best game of Necromunda we have ever played. Tales are still told of that fateful encounter in bars all over the Hive.

MAKING UP RULES

Obviously Necromunda was not designed to fight battles of this size. When using scenery like fortresses, watchtowers and mine fields it is best to invent rules that make them interesting and fun to play with. These rules should be talked through with your friends to avoid any arguments during the game.

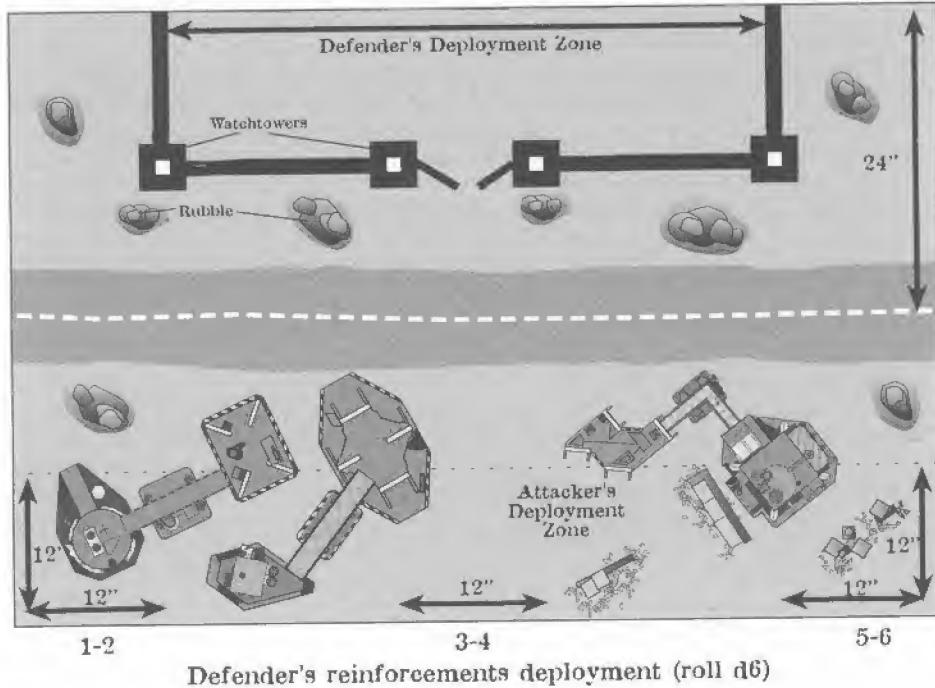
Unusual troop types also have to be thought up. In our game a squad of the planetary governor's troops were used. We assumed that the government would hire the best fighters, so all of these troops had the Gang Leader Profile. This is just an example, I don't want to say 'do this' in an authoritarian voice because making up new rules for your own scenario is half the fun. Many rules for scenery and different troop types are included in *Outlanders*.

SCENARIOS

Here are three scenarios that I would have as my gang's parting shot. I have tried to create a scenario that is suited to the retiring gang's character. Every gang has a unique character. If you are unsure what your gang's character is just ask your opponents, I'm sure they will tell you about what they perceive as your gang's strengths, weaknesses and general quirks. My gang, being Delaque, is very sneaky. I invariably get a Juve from one of my Settlements and if I play against a Cawdor gang I always seem to capture at least one of them! This could mean that my gang is being paid by one of the Noble Houses to gain information on religious cults in the Hive and I could base a scenario around that story line.

SCENARIO 1 - CITIZEN UPRISING

The retiring gang is now so big it has defeated all other gangs in the area at least once. Animosity against the gang is high enough but, to make matters worse, the Noble Houses of the Spire have



Defender's reinforcements deployment (roll d6)

been found giving aid to the gang and the situation has rapidly escalated out of control. Other houses of the Hive City have met and discussed a plan to drive the gang out of the area. An attack on the gang's hideout is planned and gangs have eagerly volunteered for the attack. This was to be a combined operation, old rivals would fight side-by-side to finally be rid of these Spire lovers.

A Delaque spy, hired by the Noble Houses, heard of the plan and reported it to his employers. They secretly alerted the Hive government who have sent a unit of the Governor's personal guard to help the besieged gang, unofficially of course!

TERRAIN

The battlefield is a little different from the average Necromunda game. The hideout is going to be very large and well protected as the gang is both rich and powerful. The fortress walls are lined with battlements so any gang members on them count as being in hard cover. It takes a whole turn's movement to climb up the walls. A model that attempts to climb must be in contact with the wall at the start of their turn. They may not run when climbing, but you can move up and shoot in the same turn.

The gate is open for the entire battle. The gang has so much confidence in its defenses that they leave the gate open to try and lure the opposing gangs inside so they can bring their superior skills and equipment into play.

The primary reason for this confidence is their newly built watch towers. These towers are equipped with Heavy Stubbers that have a 360 degree fire arc. A gang member must be positioned on top of each watchtower in order to use the Heavy Stubber and counts as being in soft cover.

GANGS

Any number of gangs may team up to attack the hideout. The total gang ratings of the attacking side should be about 500-1000 points more than that of the defending gang.

Three loot counters can be placed inside the hideout to represent expensive items of equipment lying around. The rules for loot counters are in the Scavengers scenario in the Necromunda Source Book.

The Government troops sent are none other than the Governor's Personal Guard, in disguise of course! The unit consists of five Guards. At the start of every turn roll a D6. In the first turn the Guardsmen set up in their deployment zone on a roll of 5+. In the second turn this drops to 4+, assuming that they have not already arrived. If by the end of the second turn the guards have not arrived, they set up automatically at the start of the third turn.

PLANETARY GOVERNOR'S PERSONAL GUARD

When the Noble Houses contacted the Hive Authorities and reported the situation the Governor himself decided to intervene. Friends in the Hive are scarce and must be protected if the Spire wishes to retain one of its best sources of information concerning gang activities.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

WEAPONS: Lasgun, sword, las-pistol

SPECIAL: The unit has the True Grit skill. The Governor's Personal Guard are equiped with the best weapons available in the Spire. They never need to make ammo rolls.

STARTING AND ENDING THE GAME

Both sides roll a D6 and the highest scoring player takes the first turn.

The fight continues until the attacking gangs have all been driven off or the defending gang decides to abandon its hideout.

The attacking gangs take bottle tests individually.

The defending gang is fighting for its home so they only start taking bottle tests when they have

taken 75% casualties. If the defending gang fails its bottle roll then the attacking side can claim all the loot counters.

The Governor's Guard are highly trained and fear the retribution of the Governor for failure more than death itself! The Governor's Guard do not take Bottle tests.

PICKING UP THE LOOT

The loot counters may only be picked up by the attacking side. The rules for loot counters are in the Necromunda Source Book. Any loot counters may be cashed in. Each loot counter is worth D6x10 credits.

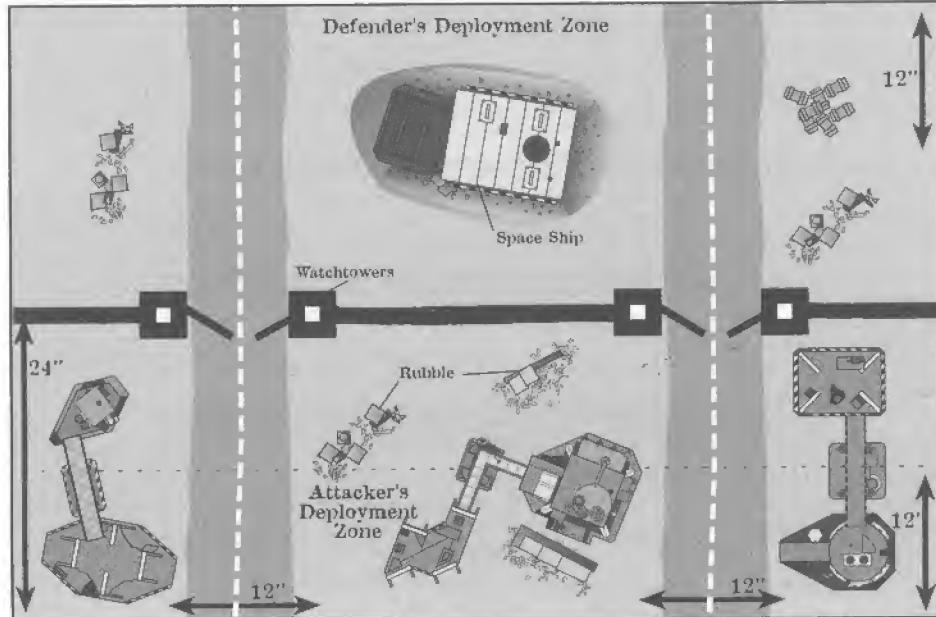
EXPERIENCE

All gang members who take part in the fight earn experience points in the same way has the Scavengers Scenario in the Necromunda Source Book.

SCENARIO 2 - ESCAPE FROM THE HIVE

The retiring gang has grown tired of life in the Hive City. It started out as no more than a band of animals but has fought and won many battles and has used its new found wealth to create a better life for its gangers and their families. Where as before a fight between another gang would give the chance to capture more loot or territory, battles now threatened their new way of life. Many outlander gangs have risen from the Underhive after rumours of the gang's wealth and fortune had been spread by neighbouring gangs. The attacks were easily repulsed but the threat of mutants and other vile creatures was too much for the gang. They plan to break out of the filth and scum of the underhive and build a new life on another planet. The gang has heard wondrous tales about life on other worlds. Their is no hunger, no killing and the streets are 'allegedly' paved in gold/adaman-tium alloy.

The only problem is transport, the gang does not have the equipment or the technical knowledge to build and launch a space ship. The only option open to them is to steal an existing space ship. This is an extreme course of action as the gang will be destroyed if they fail, but they can not stand



the filth of the Hive any longer. Imperial landing pad schedules have been acquired by the gang and details of guard watches have been correlated to work out the best time of attack. Tunnels and Vents that lead to the landing pad have been found or built to allow the whole gang to launch a surprise attack on the pad.

TERRAIN

The landing pad wall is made of thick adamantium plates that are impossible to destroy with the weapons available in the Hive. The only way through the wall is the gates that open to allow goods in and out of the pad area. The troops defending the walls are unaware of the attack so gates will be open throughout the battle for normal trade.

Each gate has two towers defending it. Each tower has a highly sophisticated targeting device combined with a searchlight and a grenade launcher. At the start of each defending side's shooting phase each tower may use its searchlight or grenade launcher.

The searchlight works in exactly the same was as the Searchlight Warhammer 40,000 Vehicle Card. The grenade launcher uses the profile given in the Necromunda rule book and fires with BS3. The grenade launcher is equipped with Scare gas grenades which have a reduced area effect of 1". Both the grenade launcher and the searchlight can be targeted and have a toughness of 4 and 1 wound. Alternatively, you can use the rules for watchtowers and searchlights in Outlanders if you wish. The terrain in the base should be arranged in a neater fashion, and there should also be a space ship!

GANGS

The attack on the landing pad is ultimately futile. The pad is so well defended that any attack will probably be repulsed. If by luck a few individuals do breach the walls and somehow launch a space ship they will be hunted down by the Imperial fleet. This, however, does not stop your gang from trying!

The odds in this scenario are stacked against the attacking gang. You should expect your gang to lose, but you should also try and play in the spirit of the scenario. A utopian paradise awaits if you can just launch the ship, so you should always try to complete the objective. Even downed gang fighters near to death should drag themselves towards the space ship in the hope of a better life, (or just life)!

The whole of the retiring gang is deployed in the area shown on the map. The gang members are accompanied by their families as well. For each gang member one civilian model must be placed on the board. Civilians have the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	1	1	3	3	1	3	1	5

Civilians are armed with a hand weapon and are deployed and moved like any normal ganger. The defending player, or players, control one squad of ten Imperial Guard troopers and one five man Ratling Sniper squad chosen from the Imperial Guard Codex.

IMPERIAL GUARD SQUAD

The Imperial Guard defending the landing pad have been picked for their skill in street fighting and defensive actions. They are the best the Imperial forces have.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Guardsman: Lasgun, knife, frag grenades. Sergeant: Laspistol, sword, frag grenades

ARMOUR: Flak armour

SPECIAL: The squad may choose one Veteran ability from the Imperial Guard Codex. Each squad has the Iron will, Nerves of steel, and Combat master skills. The Imperial Guard never have to take ammo rolls.

RATLING SNIPERS

The ratling snipers are of great use in the dense hives of Necromunda. Their abilities to infiltrate and Snipe have made them an invaluable asset to the Planetary forces.

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	5	1	6

WEAPONS: Needle Rifle, Knife

ARMOUR: Flak armour

SPECIAL: The Necromunda rules for Needle Rifles are used.

The squad may choose one Veteran ability from the Imperial Guard Codex. The squad has the Infiltration and Marksman skills. Ratling Sniper squads never have to take ammo rolls.

STARTING AND ENDING THE GAME

The attacking gang automatically gets the first turn. The objective of the attacking gang is to get as many people as possible onto the space ship and blast off. Gang members enter the ship if they are in contact with it at the end of the movement phase. When the first gang model gets on board the Imperial troops realise things are getting out of control and order the Hive blast doors closed to prevent the ship escaping. When the first model enters the ship the doors will close at the end of the gang's next turn. Once inside the ship the gang must attempt to start the engines before the blast doors close at the end of the final turn. In the shooting phase each model in the space ship may attempt to start the engines. Roll a D6 for each model on board. On the result of 1-5 nothing happens, on the result of a 6 the engines are started and the ship immediately launches.

EXPERIENCE

This game effectively is the final curtain for the gang. If the gang does get to the ship not all gang members will escape. Those that do will probably be shot down by the Imperial Fleet. Those that are left behind will suffer under Imperial justice. If the whole gang fails to even get to the space ship then they will immediately become outlaws as described in Outlanders. If this happens then the remaining gang members get the same experience as if they were playing the gang fight scenario.

SCENARIO 3 - THE INQUISITION

No Imperial world is beyond the ever vigilant eyes and ears of the Inquisition. They search for any threat to the human race however large or small. The detection of dangerous psychic activity has centred their attention on Hive Primus.

An Inquisitor cell has arrived on the Hive and has met with Lord Helmawr. Helmawr has offered his assistance in the form of the planetary defence force and a unit of Adeptus Arbites. This help has been accepted by Inquisitors Karr and Kurlyk.

The Inquisitors' targets, two Wyrd of little psychic ability, have felt the presence of the cell and have sunk deeper into the Hive. They have found a large and powerful gang and have offered to work without reward hoping the gang gives them some protection against the Inquisition. Ignorant of the situation, the gang has accepted their offer.

The Inquisitors and the Arbites are descending through The Wall and into the Hive in search of the two psykers. The Wyrd are deemed a threat to the Hive and must be killed together with any they have tainted with their presence. Meanwhile, the two Wyrd are staying close to their gang, who are unaware of the events that are about to unfold.

TERRAIN

The Inquisitors are hunting the Wyrd in the gang's own territory so the terrain should be very dense. The planetary authorities have hired a number of ratskin scouts to seal all the secret exits the gang may have. The one free exit hatch remaining is placed on the board by the Imperial player. The rest of the terrain is set up as normal.

GANGS

The whole of the retiring gang is used together with two Wyrds which cost no credits to hire. The Wyrds may be Pyromaniac, Telepath, or Telekinetic and are recruited at the start of the game. The whole gang is deployed anywhere on the board but not within 10" of a table edge. The Wyrds are deployed with the gang but each Wyrd must remain within 6" of at least three gang members as they try to hide from the Inquisition.

The Imperial forces have one squad of five Adeptus Arbites and two Inquisitors. They have just arrived in the area and must be placed within 6" of the hatch.

ADEPTUS ARBITES

The Adeptus Arbites are grim warriors and rigidly uphold the Emperors laws.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Bolt pistol, Arbites combat shotgun, (with Solid, Scatter and Bolt rounds). One member of the squad carries a grenade launcher with frag, krak and scare grenades.

ARMOUR: Carapace armour

SPECIAL: The Warhammer 40,000 rules for suppression shields are used. Both squads have the Nerves of steel and True Grit skills. Arbites squads never take ammo rolls.

INQUISITORS

The Inquisition moves amongst mankind, striking down enemies of humanity with uncompromising ruthlessness.

Both Inquisitors in this scenario have the following profile -

M	WS	BS	S	T	W	I	A	Ld
4	7	7	5	5	3	7	3	9

ARMOUR: Terminator armour

INQUISITOR KARR'S WEAPON: Nemesis Force weapon, Scanner

INQUISITOR KURLYK'S WEAPONS: Power Fist with Digital lasers, and a Combi weapon.

SPECIAL: The Warhammer 40,000 rules for the Inquisitor's equipment should be used. Inquisitors may never be pinned and never take ammo rolls. Inquisitors have the Iron jaw, Killer Rep, and True Grit skills and have an unmodifiable 4+ save on a D6 against any Wyrd powers affecting them. Each Inquisitor has one random Wyrd minor power and never has to roll on the Perils of the Warp Table.

PERILS OF THE WARP

Each Wyrd is a powerful psyker and a danger to humanity. When a Wyrd takes his leadership test to use a power, on a roll of 9+ they must roll on the Perils of the Warp table in Outlanders.

STARTING THE GAME AND ENDING THE GAME.

The Imperial forces get the first turn. The game ends if all the gang members are down, out of action or have escaped through the hatch. Gang members who end their move touching the hatch are assumed to have escaped. Neither side takes Bottle tests.

EXPERIENCE

If any gang members live they gain the same experience as in a gang fight with an additional 1 point just for surviving! If the gang does survive the Wyrds disappear deeper into the Hive and cannot be hired again.



So, da Fat Git 'as made da Jethul
smorla 'as 'e? Well, dat won't
stop me showin' you loadsda
ghate konverstunz - I'll just
'ave use twice as many payjis!

Dok Butcha, with his faithful Gretchin assistant, Konvertit, bring you conversion and modelling ideas for the novice and expert alike. If you've got any ideas - however crazy - that would appeal to the hobby worldwide get in touch at the address below!

Da Journal Bunker,
Games Workshop Ltd.,
Chewton Street, Hilltop,
Eastwood, Notts. NG16 3HY

BLOOD AXE LAND SPEEDA

By Nigel Atkinson

This conversion is literally the bolting together of an Ork warbike and the engine section of the Space Marine Landspeeder. I always break vehicle conversions into several easy to construct stages before adding the crew.

REAR SECTION

The rear section consists of the entire rear portion of the Landspeeder, with the vertical tailplane missing. Glue the upper and lower engine pieces together then add the jet nozzles. The rear seat off the old metal Nobz Warbike is then slid down the middle of the engine where the vertical tailfin would normally go. This is then pinned to the engine. I left a bit of this pin protruding so that I could later fasten the gunner to it.



FRONT SECTION

Next the warbikes two halves are glued together and the exhausts are removed, as are the suspension fittings which hold the track in place. Where the track would be fixed on the warbike a 1/35th scale oil drum is affixed instead to represent a fuel tank. A few links of fine chain provide interesting detail.

The heavy flamer mount is built by securing the flamer from the standard Landspeeder to the warbike autocannon section. The autocannon box has the ammo feeding arms removed. Although the banner pole is fitted as normal it has been snipped to half its size. The flamer is pinned securely on top of the banner pole. The wire suspension on the flamer mount is the spring out of an old ballpoint pen. The bikes handlebars have a searchlight taken from any of the plastic Imperial Guard kits (Chimera, Leman Russ). To fit the light you will need to remove the Evil Sunz badge with a modelling knife and cut the back of the light at an angle so it matches that of the handlebars and faces forward.

The multi-melta has a set of blades attached to it. They are from the plastic Imperial Bulldozer blade. Cut off the outer blades and pin directly to the muzzle of the multi-melta. This is in turn fixed to the warbike engine. It will need to be cut at an angle to fit properly. Lastly attached to the front forks are fins. These were from an old plastic kit (WW 1 Bi-plane) and were cut to size.



Most of the components necessary for the construction of this conversion are available from Mail Order and if they aren't, we'll almost certainly have worthy alternatives! However, if you are going to copy this conversion completely you'll have to beg or borrow certain pieces from other likely sources. Just give us a call on 01773-713213 for details.

SPACE WOLVES

By Paul Mortimer

Paul describes his age as 'old beyond the imagining of most Games Workshop fans' (oh, I don't know - I've got quite an active imagination. Sometimes I imagine that me, the Spice Girls and a tub of lard... Sorry, don't know what came over me - Ed). He may well be showing us some more of his conversions in the near future. Now back to that thought about the Spice Girls...



of a pelt. I glued this to a metal wolf's head. I then placed the assembly over a piece of thin brass rod with the head and fore legs hanging over the top. When this was dry I applied a thin layer of putty and textured it to look like fur.

ALARIC NIGHTRUNNER

This conversion was inspired by John Blanche's illustration. It is fairly complex but is based on the Long Fangs miniature that has one leg perched on a rock. I carefully cut the head off trying not to damage the models collar. His right arm is from a Dark Angel sergeant. In order to fit this you will need to file away part of the back of the Long Fang's body until the arm fits neatly. It is recommended that you pin the arm in place. The head is from the Leman Russ miniature (070121/1). I flattened the pointy bits of the jewel on his breastplate and used putty to form a small wolf skull over the top of most of the jewel. The sword is taken from a Grey Knight (070243/11), with wolf skull attached.

The wolf pelt on the banner is easier to make. First of all I made a paper template roughly the shape





KYRL GRIMBLOOD

Again, the Space Wolves Codex forms the inspiration for Paul's Kyrl Grimblood conversion. The body is made up from two separate models. The upper body is from a Wolf Guard and the lower half used to belong to a Long Fang. I used a metal wolf's head at the waist to help hide the join. This model has, inadvertently, ended up a little taller than most Space Wolves which helps him look even more imposing! This model has an open-mouthed wolf's head with the lower jaw removed attached directly to the top of his head. I carefully cut the model's left arm and repositioned it. His power hammer is a slightly modified version of the Iron Priest's. The decorations on his shoulder pads are little roundels of plastic made with the help of a punch that can be obtained from specialist model shops.



WOLF GUARD CHAMPION

This is a very simple conversion which achieves striking results. The model is based around the Wolf Guard standard bearer. The first step is to remove the flagpole by cutting this away as near to the hand as possible. Next cut the pole away from the fur at the base of the miniature. This actually leaves a bit of pole embedded in the fur and I used a modelling knife to carefully cut this away.

The helmet was next for modification. I filed the top fairly flat, basically I just removed the ridge. I then took a metal wolf's head with an open mouth (070121/4) and removed the lower jaw. I then glued this onto the helmet. When the glue was dry I used putty to fill the gaps and textured it to make it look like fur.

Lastly, I gave the miniature a power axe. The best way to do this is to drill a hole similar in diameter to the handle all the way through the fist. Then cut the Power Axe at the grip and insert and glue them into place.

IVAAR STORM, WOLF PRIEST

To model this famous Wolf Priest I used the original Ulric the Slayer miniature. Firstly, I carefully cut off the wolf skull helm (to be used elsewhere!). I also removed the right arm below the shoulder pad, which I then re-positioned. I cut off the left arm at the wrist before the flare of the gauntlet. I used the left arm and Crozius Arcanum from the Terminator Chaplain model. I added a tiny skull taken from a plastic Ork to hide the join. I also modelled wolf skulls which were added to the Crozius to make it a more authentic Space Wolf model. The head is taken from a Warhammer Knight of the White Wolf miniature with the addition of a little dentistry and some hair to hide the joins.



WOLF GUARD WITH HEAVY FLAMER

This was probably the most demanding of the conversions. The head is from a Wolf Guard in terminator armour and this took a long time to remove because I wanted to keep his beard plaits intact. I cut the legs off the miniature first and removed as much material from the shoulders and back of the model with a modelling saw as I could. It was then down to scraping the rest of the unwanted material away with a modelling knife. This took a lot of care and patience. Once the head had been retrieved I had to prepare the 'host' body. Firstly I removed the helmet. However, I had to fit in the four plaits and, in order to do this, I had to

carefully mark out where they would lie on the body and then, using a mini-drill, cut grooves to accommodate them.

I covered the model's right shoulder pad in scratch built fangs which were glued into place individually starting at the bottom and working up.

DOK BUTCHA'S KLINK



SPACE WOLF DREADNOUGHTS

Bjorn the Fell-handed's best mates have been only slightly modified by adding wolf heads and pelts. The other major decoration is Paul's paint scheme!



DOK BUTCHA'S KONVERSUN TIP: DECAPITATING TERMINATORS

This practice is best achieved by the use of a mini-drill. First you will need to make a 'pilot' hole in the centre of the face (using a centre punch or the end of a needle file will do it) so the drill doesn't slip around. Drill away the face with a suitably large bore drill, but don't go right through the miniature! Gradually use larger and larger bore drill bits until you have taken off the miniature's head, bearing in mind that you will need to be careful not to drill into the surrounding detail or yourself! You will, depending on the intended head/helmet, need to carve/file the power armour neck plate flat - be patient as it is quite easy to rush this and either ruin the miniature or your hands.

It is often a good idea to paint the finished cavity black so that any unwanted gaps appear as shadow.



WOLF GUARD WITH LIGHTNING CLAWS

This conversion epitomises the Space Wolves, with fur, skulls and those devastating claws!

Using a metal wolf's head with the lower jaw removed and by extending it's pelt down the back. This was achieved by attaching a small paper template which represented the pelt down the back of the model. I had already made a number of holes in the template so I could attach the wolf tails to it. I covered the entire back and template with putty and textured it to look like wolf fur.

The skulls are from the plastic skeleton warrior boxed set and have been filed flatter on the back so they would lay against the model's back correctly. The skulls were then wired together with fuse wire, the ends of which were drilled into the cloak and glued into place. I then covered over the exposed wire with putty.



WOLF GUARD WITH STORM BOLTER & POWER FIST

I removed the original head from this miniature and replaced it with that of a Kislevite Horse archer.

The left shoulder pad has had a chain added which holds a number of wolf fangs.

The wolf was included by attaching a wolf's head to his right shoulder pad, temporarily gluing the arm in place and using putty to build up the body. I then took off the arms to make it easier to paint.

BLOODY BOWL®

SAY AAAAAARGHHH!!!!

NEW RULES FOR APOTHECARIES

By Matt Brown

THE TEAM APOTHECARY

The Team Apothecary is in many ways similar to the staff member presented in the Death Zone supplement. It is still the case that you may only have one Team Apothecary on your team at any one time. However the alternative rules presented here enable him to improve his abilities just as players do.

The team roster box which you normally tick to indicate that the team has an Apothecary is now used to keep track of the Apothecary's ability level.

Every 50,000 gpts spent on your Apothecary will raise him one level in ability. Each level brings with it an extra skill which he will be able to use during a match. There are five levels of ability, level 1 being the lowest.

Level	Ability
1	The Apothecary may attempt to cure one injury by rolling a 2+ on a D6 or he may allow a player with a niggling injury to start the match. This level is the standard Team Apothecary from the Death Zone Playbook, when you spend the base 50,000 gpts for an apothecary simply write a 1 in the box on the team roster.
2	The Apothecary may do both of the abilities described in Level 1 in the same match, ie. he can cure a niggling injury and still attempt to heal an injury during the match.
3	Whenever you fail the roll to return a KO'd player back to the game (see page 15, Restarting the Match in the Blood Bowl handbook) you may roll a dice - on a 1-5 the player remains in the KO'd box, but on a 6 he can actually return to the game. This does not count as a team re-roll and is the only Apothecary ability that is not limited to one use per match. However you may only attempt to use it once per KO check.
4	The Apothecary may reduce one just received 'Serious Injury' to 'Badly Hurt'. This ability can only be used once per match, though it may be used after failing the standard attempt to heal an injury.
5	The Apothecary may attempt to reduce one just received 'Death' on a player to 'Seriously Injured' by rolling a D6. On a 1-3 the player remains quite dead but on a 4-6 he miraculously recovers, albeit in a 'Seriously Injured' state. This ability may only be used once per match, though it may be used after a standard healing attempt has failed. However, this ability may not be combined with Level 4 to reduce a player from 'Dead' to 'Badly Hurt'.

All Team Apothecary abilities are cumulative, so at Level 3 for example the Apothecary has all the abilities of a Level 1 and Level 2 Apothecary.

A Level 5 Apothecary is a very potent (and expensive) staff member with a wide range of abilities at his disposal. However as a coach you should beware the 'Better Offer' and "Sorry" special cards. You have been warned.

Say Aaaaaarghhh!!!

PERSONAL APOTHECARIES

Personal Apothecaries may be hired by your team in addition to the Team Apothecary. A Personal Apothecary has the abilities of a Level 1 Apothecary, in other words the standard Apothecary rules from Death Zone, and may never improve.

Personal Apothecaries are hired to look after a specific player on the team. They can only be used to cure an injury (or heal niggles) on that one player they are assigned to.

Obviously, Personal Apothecaries are usually hired to watch over the best players to ensure that the teams stars are always on top form. Unfortunately they know this and command a high price.

To hire a Personal Apothecary you must first be able to afford him. A personal Apothecary costs exactly exactly the same as the player you wish him to look after and the cost is added to that of the player - effectively doubling that player's value. To indicate that a player has a personal Apothecary, write A beside the player's name on the team roster.

The Personal Apothecary, like all coaching staff, must be represented by an appropriate figure. If for any reason a player with a Personal Apothecary is removed from the team roster, (retirement, sacking, transfer or, most likely, death) the Personal Apothecary will also leave.

You may only ever have a maximum of three Personal Apothecaries on the team at any one time. If you have three Apothecaries and wish to give a different player his own personal doctor, you must first sack one of the existing ones and pay for a new one. They may never be transferred. After you have sacked a Personal Apothecary remember to reduce the player's cost back to its original total (ie. divide it by two).

You may still use your Team Apothecary on a player who has his own Personal Apothecary. This is where the added protection really lies - if the Personal Apothecary fails, the Team Apothecary can still attempt to heal a player with his, possibly better, abilities.

EXAMPLE

I have a Human team and I buy an Apothecary for them. I just spend 50,000 gps, he is therefore LEVEL ONE. After a few games I find myself in injury trouble. I have 80,000 in the Treasury so I decided to buy a Personal Apothecary for my best Thrower. My Thrower costs 70,000, thus so will his Personal Apothecary. I write 'A' beside his number, adjust his cost to read 140,000 and deduct 70,000 from my Treasury.

Later I have 90,000 in the Treasury so I improve the Team Apothecary by one level. It costs 50,000 gps to do this and I deduct it from the Treasury. I write 2 in the Apothecary box and his cost is adjusted to read 100,000 gps. I now have 40,000 left.

In my next match disaster strikes, my best Thrower is killed! His Personal Apothecary threw 1 in the attempt to stop the injury - a failure. So I tried my Team Apothecary but he threw a 1 too! If my Apothecary had been a Level 5, he could have attempted to change the 'Death' to 'Seriously Injured'. But he's a Level 2. I erase my Thrower and also his Personal Apothecary and must re-work my team rating. After that match I decided to spend my 60,000 winnings and 40,000 Treasury on the Apothecary. This increases him 2 levels to LEVEL FOUR, and his cost to 200,000.

And so it continues.....

DID YOU KNOW...?

...That the Goblins were the first race to introduce alternative medicine to the sidelines?

They apparently discovered 'Acue'-puncture. 'Prikka' Gobzspew Team Apothecary for Lowdown Rats swore by it - if a player came off the pitch with an injury Gobzspew and the other staff members would line up in 'a cue' and stick needles into him until he went back on. During the first year of this revolutionary technique the team recorded only 1 casualty during the whole season. Strangely this was Gobzspew himself.

Acuepressure has not been used since.



THE CITADEL® JOURNAL™



Our intrepid heroes struggle valiantly to overcome the forest's valiant Elf defenders. The Elves are aided in this bitter struggle by a mighty Treeman, shapeshifting Dryads and the ever present Clichéman.



Your names not on the list - you're not coming in...

THE CITADEL® JOURNAL™



At the Grand Tournament 1996 we were approached by Nigel (no, not in that way!) who proudly presented this - his remarkable Blood Axe Landspeeder conversion! You can find out how Nigel made this in this issue's Dok Butcha's Konvershun Klinik.

Oh, and yes - we apologise to those of a nervous disposition for printing Nigel's mugshot here - it won't happen again...



Wolfrik's fantastic Wood Elf/Dark Elf scenario 'Fyrestarter' introduces his rules for burning those nancy sylvan types out of house and home! To help you with your pyromania we've created these counters for you to keep track of the raging infernos. *Flame on!*

